

5 FREE PLAYABLE DEMOS ONLY WITH THIS MAGAZINE!



PlayStation®2

OFFICIAL MAGAZINE-AUSTRALIA

THE SPEED ISSUE

NEED FOR SPEED 2 ■ BURNOUT 3 ■ JUICED
V8 SUPERCARS 2 ■ MIDNIGHT CLUB 3

GT4

New tracks, new cars and
online details revealed!
The King is back!



GTA NEW SHOTS!

SAN ANDREAS

You won't believe your eyes!

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GAMES RATED!
RESIDENT EVIL: OUTBREAK
CONFLICT: VIETNAM
PSI-OPS ■ MASHED
& HEAPS MORE!

TELEPATHIC!

BRAIN BATTLES

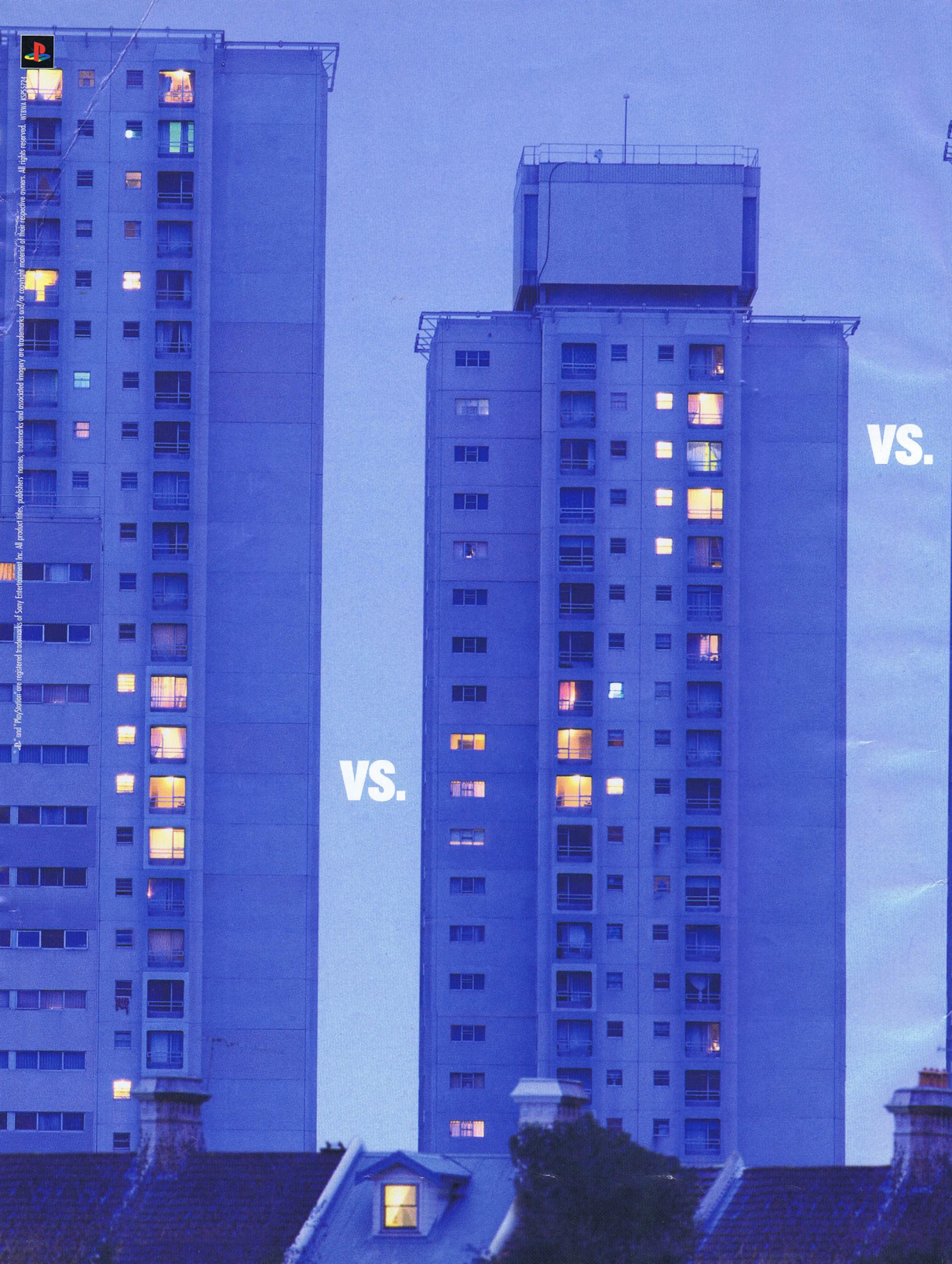
Psi-Ops and Second Sight
Which is the spookiest shooter?



DERWENT J. HOWARD



ISSUE 31 SEPTEMBER 2005
\$4.95 NZ \$6.95 (INC. GST)



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The Sims Bustlin' Out



Gran Turismo 4



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XIII



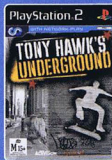
Medal of Honor Rising Sun



Syphon Filter The Omega Strain



This is Soccer 2004



Tony Hawk's Underground



SSX 3



Need for Speed Underground

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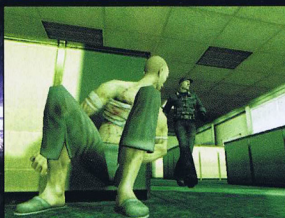
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RESIDENT EVIL: OUTBREAK



PlayStation®2

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WRITE TO

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"No other sports sim comes close to being in GT4's league where real-life simulation is concerned!"

EDITOR'S LETTER

Most people's first reaction to *Gran Turismo 3* was "Wow!", followed a few minutes later by "How are they going to top this?" *GT3* seemed like the ultimate simulation when it was released in 2001. And to its credit nothing has even come close to matching its scope in the last three years. This month we were treated to a rare hands-on playtest with *Gran Turismo 4*. Not only has Polyphony been able to top *GT3*, its simulation is now so comprehensive that lap times set by professional drivers on real-life race tracks consistently come within 1-2 seconds of the lap times a good player can get in *GT4* using the same car and track. The amount of research Polyphony had to put in to recreate the sport in such detail is nothing short of staggering. No other sports sim comes close to being in *GT4*'s league where real-life simulation is concerned! *GT4* is looking so jaw-dropping that it sent us into a racing frenzy. We did our own little *Gone in 60 Seconds* and blitzed around all of the games companies, stealing the latest preview copies of every one of 2004's hottest racing games. Some of the speed demons we nailed include Australia's first review of *Juiced*, a roller coaster ride through the streets of *Need for Speed Underground 2*, an explosive head-on collision with *Burnout 3: Takedown*, the awesome Aussie flavour of *V8 Supercars 2* and the intense modding culture of *Midnight Club 3: DUB Edition*. If this issue doesn't leave you feeling the need for speed, then you might want to check your pulse because some of the zombies from *Resident Evil: Outbreak* may have got you. It's been a long wait but the latest chapter from the granddaddy of survival horror is nearing its Aussie release so we've put it under the microscope for the *OPS2* review. Flip to page 60 and get all the gory details. I won't hold you up any longer because I know there's 99 other pages of exclusive new *PS2* info you're itching to get to, but make sure you check back next month when your regular gaming guru, Richie Young will return from his holidays with a huge new preview on *GTA San Andreas* that'll blow your mind!

NARAYAN PATTISON
Acting Editor

BEST RACING MEMORY...



PAUL FREW

"This blonde in the car in front kept looking back and giggling. Maybe it was my good looks or maybe it was texta insults written on my face by my drunk mates. I guess I'll never know."



TRISTAN OGILVIE

"Most guys soup up their cars in order to impress girls. Not me, I hang a sign around my neck with 'Pull my handbrake' written on it and an arrow pointing down."



MICHAEL DEVRIES

"I grew up with slot cars. Eyes were lost to flying cars, family cats were electrocuted and track parts were imbedded in our feet, but it sure beat the hell out of Pokemon."



LUKE REILLY

"I remember getting drunk and feeding fistfuls of coins into *Sega Rally* at the Husky Pub a few years ago. Unfortunately, my driving skills have slipped a little since then."



MICHELLE STARR

"My proudest racing memory is the first (and only) time I won a gold medal in *Burnout 2*. Hurray for me! I suck SO HARD at racing games... I am SUCH a girl..."



ANTHONY O'CONNOR

"I was being attacked by hordes of Decepticons. They had grabbed Wheeljack! So I quickly turned into a truck and... erm... hang on, sorry. That was an episode of *The Transformers*. Good times."



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Turn to page 78 for all the details...

And your mates get excited working on V8s.

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*Electrician	*Vehicle Mechanic

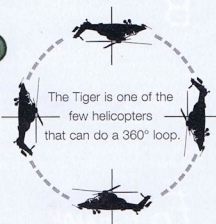
*Qualified applicants may apply.



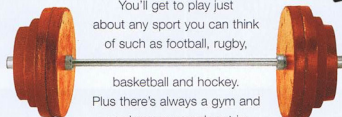
ARH Tiger Specifications

Airframe	Carbon composite materials
Engines	2 MTU Turbomeca 960kw
Speed	269 km/h
Weight	3,400 to 6,100kg

The Tiger's exterior panels are composed of honeycomb shaped fireproof Nomex with a carbon and Kevlar skin.



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PlayStation 2



on the dvd

PLAYABLE DEMOS

SPLINTER CELL: PANDORA TOMORROW



DISTRIBUTOR: UBISOFT
GAME TYPE: STEALTH
OUT: NOW
PLAYERS: 1 (1-4 FULL
GAME ONLINE)



If you want to have the advantage over your rivals when you go online with *Splinter Cell: Pandora Tomorrow*, you'd better get busy - all that sneaking around takes some serious skill.

Play through the training mission to get a feel for the controls. The fiddliest bit is the lockpicking. Slowly rotate the left analog stick until the controller vibrates, and jiggle it until the tumblers click into place. You can also play through a mission, putting your newly acquired stealth skills into action. Kill quietly, and always hide the evidence. Remember: you're paid to be invisible (see the guide in Reboot if you need help on the mission).



Boy, oh, boy, have we got some toothsome treats in store for you this month. If you're a bit confused about which shooter to buy, maybe our demos of *Splinter Cell: Pandora Tomorrow* and *Hitman: Contracts* will help you decide. We've also got a bit of tennis and car racing for a bit of healthy competitive gaming, as well as an updated version of *Mashed* - it's just that good! Check out our trailers section for some exciting footage of some of the hottest upcoming titles, including the action-packed *Killzone*, the scantily-clad *Death By Degrees* and the thrilling, the amazing *Ratchet & Clank 3*. Can you feel the love already?

ED LOMAS

ED LOMAS
Associate Editor

PS To use this DVD, load it up on your PS2. Then scroll between games and rolling demos with the **↓** and **↑** keys. To choose within a section use **←** and **→**. Press **ⓧ** to start up your choice. Please note, you may have to reset your PS2 after some demos.

YOUR DISC

Every issue, *Official PlayStation 2 Magazine* brings you something no other magazine can - playable demos. Offering exclusive levels, tracks and missions, our playable DVD enables you try the very latest PS2 games before you buy, often weeks, even months before release. Why risk your hard-earned cash on a \$100 game when you can try it out on our cover-mounted DVD? From *GT3* and *MGS2* to *TimeSplitters 2* and *Final Fantasy X-2*, we've always featured playable demos of the games that matter. Throw in top quality video footage of the hits of the future and our DVD is the best bargain on the shelves.

■ DISC PROBLEMS?

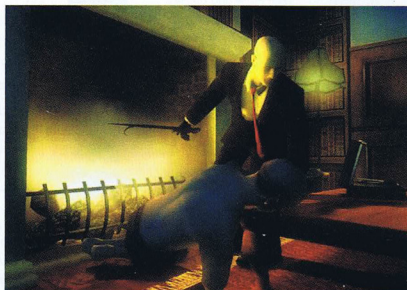
If your disc isn't working properly, simply send it back to this address for a replacement.

Demo Disc Returns
Official PlayStation 2 Magazine
PO, Box 1037, Bondi Junction
NSW 1555

HITMAN: CONTRACTS



DISTRIBUTOR: EIDOS
GAME TYPE: ACTION
OUT: NOW
PLAYERS: 1



If you're up for some tasty Hitman action, check out the demo of *Hitman: Contracts* we've got lined up for you this month.

You'll be playing through the third mission of the game, but it ain't no cakewalk. If your cover's blown, you've pretty much had it. Wait till a civilian enters the plane, and deal him a syringe (use **ⓧ** to scroll through your inventory) to the back of the neck to secure yourself a disguise so that you can sneak about at your leisure. Check your mission objectives by pressing **ⓧ** and see if you can get in and do the job without getting caught. You're on the way to being a master.

SMASH COURT PRO TOURNAMENT 2



DISTRIBUTOR: SONY
GAME TYPE: SPORTS
OUT: NOW
PLAYERS: 1 (1-2 FULL GAME)

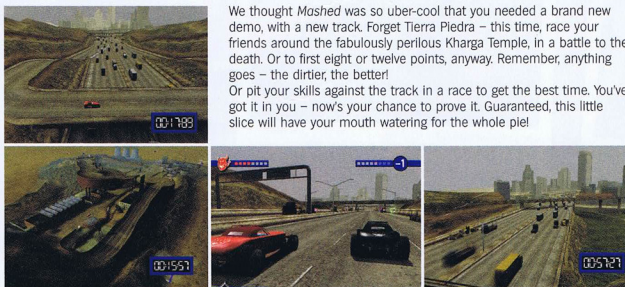


Quite possibly, this is one of the best tennis sims ever made. The gameplay may be uncomplicated, but rest assured, you won't find this easy. The full game features a multiplayer mode, but it's the single-player modes you'll find the most challenging. In this sample, you can play as either Juan Carlos Ferrero or Tim Henman (in one of four outfits each) on the grass court of Wimbledon or the clay court of Hamburg. The controls are simple – hit the buttons to hit the ball (it really is that simple), and use the analog stick to run around the court. The two games you'll play will test your reaction times and your reflexes to the limit!

MASHED



DISTRIBUTOR: RED ANT
GAME TYPE: RACING
OUT: AUGUST
PLAYERS: 1-2
[FULL GAME 1-4]



We thought Mashed was so uber-cool that you needed a brand new demo, with a new track. Forget Tierra Piedra – this time, race your friends around the fabulously perilous Kharga Temple, in a battle to the death. Or to first eight or twelve points, anyway. Remember, anything goes – the dirtier, the better! Or pit your skills against the track in a race to get the best time. You've got it in you – now's your chance to prove it. Guaranteed, this little slice will have your mouth watering for the whole pie!



DISTRIBUTOR: SONY
GAME TYPE: RACING
OUT: NOW
PLAYERS: 1 (1-2 FULL GAME)

FORMULA ONE 04

We can't get enough of that racing goodness, and we just have to share the love around. Formula One 04 will include all the official teams, drivers and circuits of the 2004 season, including the new tracks in Bahrain and Shanghai. Test out nine of the cars and two of the tracks – Melbourne and Imola (Italy) – in preparation for the online time trials, where you'll be able to test yourself against your mates. Use to accelerate and to brake around the corners, or – gasp! – you'll damage your car!



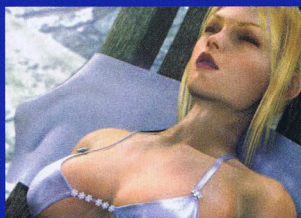
reel footage

Exclusive trailers for two of the hottest platform games of 2004!



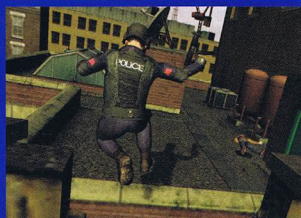
KILLZONE

Battles, bloodshed and mayhem. You want war? You'd better want war. War is what you're gonna get. There ain't no hiding from The War.



DEATH BY DEGREES

Nina Williams has got it, and boy oh boy, is she ever flaunting it. Check out the exquisite ultimate assassin in 3D action!



GETAWAY: BLACK MONDAY

It's gritty and underworld-like. There are bullets. There are riot-squad cops in flak jackets. There are more bullets. Woool!

Also watchable...

Ratchet & Clank 3
Spider-Man 2
Adiboo and the Energy Thieves
Samurai Warriors

loading...

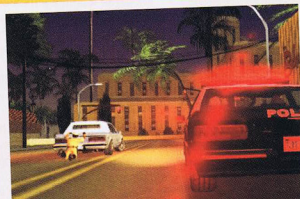
EDITED BY MICHELLE STARR

POSTCARDS FROM LOS SANTOS

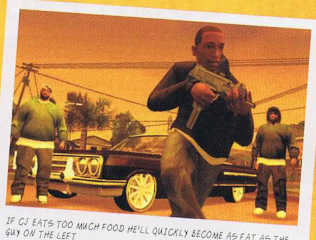
Rockstar takes us on a tour of San Andreas



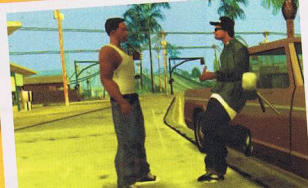
A GROUP OF BALLAS GANG MEMBERS CONFRONT CJ. DEPENDING ON HOW YOUR REPUTATION IS WITH THEM, GANG MEMBERS WILL REACT DIFFERENTLY TO YOU ON THE STREET.



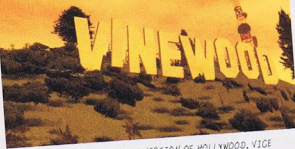
LOS SANTOS POLICE ARE A TOUGHER BREED, MAKING ESCAPING FROM THE LAW MUCH HARDER THAN BEFORE.



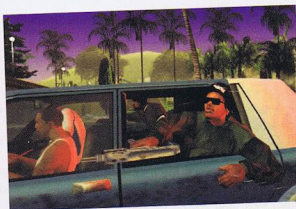
IF CJ EATS TOO MUCH FOOD HE'LL QUICKLY BECOME AS FAT AS THE GUY ON THE LEFT.



RYDER DISSES CJ'S NEW 'DO. MANY CHARACTERS WILL REACT TO YOUR DIFFERENT APPEARANCES.



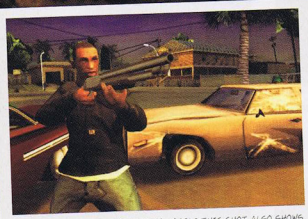
VINEWOOD IS THE LOS SANTOS VERSION OF HOLLYWOOD. VICE CITY'S MOVIE STUDIO MUSEUMS SHOULD GIVE YOU A TASTE.



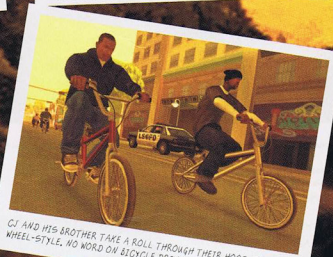
THE GANG PREPARES FOR A FOUR-PERSON DRIVE BY. IF YOU LOOK CLOSELY YOU CAN SEE EVIDENCE OF THE WAY DIRT NOW ACCUMULATES ON CARS.



CJ'S ON THE RUN FROM THE LAW BUT HE'S ALSO SPORTING THE NEW ABILITY TO USE TWO GANGS AT ONCE.



AS WELL AS THE IMPROVED WEAPON MODELS THIS SHOT ALSO SHOWS OFF THE EXTENSIVE NEW DAMAGE SYSTEM FOR CARS.



CJ AND HIS BROTHER TAKE A ROLL THROUGH THEIR HOOD, TWO WHEEL-STYLE, NO WORD ON BICYCLE DRIVE BYES YET!



CJ FACES DOWN THE LORD. IT'S ALSO WORTH NOTICING THE TOTALLY AUTHENTIC LA-STYLE MAKE. IT REALLY IS THAT SMOGGY OVER THERE.

We've known about Rockstar's new *Grand Theft Auto* game for over a year now, but until recently not even the name had been confirmed. Then, two months ago the floodgates opened when our exclusive 16-page preview revealed just how monumentally huge *San Andreas* will be. This month, Rockstar allowed us to return to the game's first city, Los Santos (Los Angeles), for another jaw-dropping tour around the city. We rode pushbikes, cruised around in pimped-out rides, saw gangfights, attacked helicopters, dodged police and realised *San Andreas* is going to own our lives!

The poker-faced blokes at Rockstar are a tough

bunch. No matter how much we begged, pleaded or threatened we weren't able to convince them to hit the open road and take us outside the Los Santos city limits. "There's two other cities and a whole state out there", we groaned. "Can't you just show us a little bit of it?" But they just smirked and said "we're saving that for next month."

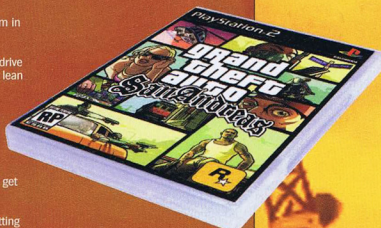
Rockstar might not be telling us anything but a careful examination of *San Andreas*' box reveals a couple of tiny tidbits about the remaining cities. The poker chips confirm what we suspected: you'll be able to gamble in Las Venturas (Las Vegas). The picture of the tram is from San Fierro (San Francisco) and it confirms

you'll be able to use the city's unique public transport system. These revelations may be fairly trivial but every extra nugget of info brings the state of San Andreas into sharper focus and takes our anticipation up another notch. Check back next issue when we'll take you on the road trip of your life through the sprawling state of San Andreas. **NP**

San Andreas Checklist

For those of you who didn't see our last preview or have really bad memories, here's a quick checklist of the new features you can expect in *GTA San Andreas*

- X Three cities can be explored and each one will be as big as Vice City
- X There's a whole state outside the cities to explore, complete with highways, towns, deserts, mountains and coastlines
- X You can now rob peoples' houses with your gang members
- X Lots more vehicles will be packed in, with everything from bicycles to jets available
- X There won't be any more drowning because you can swim in *San Andreas*
- X It's possible to do four-way drive bys where your gang members lean out and fire with you
- X Eating affects your fitness – eat too much and you'll get fat, but don't eat enough and you'll be weak and skinny
- X You can go to a barber and get whatever haircut you want
- X A new dynamic difficulty setting
- X makes missions progressively easier if you're having trouble beating them
- X The graphics have been improved to include reflection mapping on cars and twice the draw distance for the background
- X Hand-to-hand combat has been overhauled to include a wide range of attacks and grapples
- X Every pedestrian in the game will have their own AI brain that determines how they react to you



GJ'S BROTHER SWEET, CHECK THE CHARACTER MODELS, THEY'RE, WH, SWEET

CHECK OUT NEXT ISSUE
If you think *San Andreas* looks good now, just wait until you lay your eyes on the countryside in our huge preview next issue.



GJ'S BUDDY RYDER BLOWS HIS COOL, HAASH, EACH CHARACTER WILL HAVE A LOT MORE DEPTH THIS TIME AROUND

MOVIE MURMURS

The latest news and rumours in the world of film and DVD



● **IT'S OFFICIAL**, the new Superman movie begins shooting in Sydney this October. The \$200 million blockbuster features Superman's battle with Lex Luthor and a mysterious killer from Krypton. Warner Bros. is looking to cast an unknown in the role of Superman so get your cape on and fly down for the casting call.



WHY? WHY MUST THEY MAKE OUR EYES BLEED? Warner Bros. is all set to release the *Hellblazer* movie, called *Constantine* (the pronunciation rhymes with phillistine), and starring the walking two-word vocabulary Keanu Reeves as the laugh-in-the-face-of-danger, master-of-sleight-of-hand (and supposed to be British) hero of the piece. Kill us now.



AFTER YEARS OF RELATIVE OBSCURITY, the Fantastic Four are getting ready to blast back onto our screens in a new film by Fox. The three boys have been cast – playing Mr Fantastic will be Ioan Gruffudd, Chris Evans will play The Human Torch, and Michael Chiklis will play The Thing. The Invisible Woman hasn't been cast yet, but it looks like a toss-up between Jessica Alba, Kerl Russell and Rachel McAdams.

THERE'S ALSO A DRIVER MOVIE IN development with Impact Pictures and Constantin Film, the team behind the *Resident Evil* movies. Even better, the same team are working on a *Dead or Alive* movie. You've got to love Hollywood.

NEW INFO

NEW PS3 AND PSP DETAILS EMERGE

Sony reveals the next generation of gaming



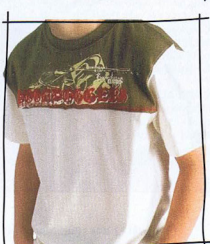
Even though this year's PS2 line-up is packed with more revolutionary gaming than you can poke a Dual Shock at, Sony proved its next generation consoles are well underway by releasing a handful of new details on the upcoming PlayStation 3 and PlayStation Portable.

The PS3 will be unveiled in fully playable form next May at the E3 2005 videogames show. This means that Sony's super console is much closer to completion than we could have guessed,

and is well on track to be released in 2006. The PS3 will take advantage of IBM's radically advanced Cell chip technology to deliver the same level of computer graphics you saw in the *Spider-Man 2* movie, but in real-time. And no, that wasn't Tobey Maguire jumping around in the funny suit, it was all computers, baby.

As for the PS2 in your pocket, the PlayStation Portable is shifting into high gear for its March 2005 release. The number of developers making games for the PS2-quality handheld has risen to 59,

with plenty of new games – like *Transformers*, *Pro Evolution Soccer 4* and *Ghost in the Shell* – joining previously confirmed games like *Gran Turismo 4*, *Metal Gear Acid*, *NBA Street*, *Wipeout* and *Need for Speed Underground*. Wireless multiplayer gaming for up to 16 players on PSP has also been announced. With two new PlayStation3s coming in 2005 and 2006 you better believe it's going to be an amazing couple of years, and you can count on OPS2 to keep you covered every step of the way. **► NP**



Available at **MYER** and Farmers, NZ.



STARR REPORT

Game Zone

Take a deep breath. Close your eyes. Open them, and fix your gaze on the screen. You're wielding your knives, facing your enemy, and the game is about to begin.

He lands the first hit. You can taste the sharp metallic tang and the pain in the base of your skull. Your shoulder aches where you've landed on it, hard. You lift your arms just in time to block the next attack, and unleash a volley of hits, slicing and spinning to the clash of metal on metal and the meaty thump as your blade connects with flesh.

You allow yourself a brief flush of triumph. He's coming at you hard, now, driving his blade into your gut, and you fall. Desperately you struggle to rise, but you're too slow — he scoops you up, twisting your body and breaking bone. Round one to your opponent.

You circle, warily, waiting for him to make the first move. With a twist of your body, you're away from the blade as it comes crashing down, spinning behind him to deliver the fatal blow. But he's there, and he counters, and you're floundering. It's not long now, and in a last, desperate bid to cut him down, you become one with your knives, whirling in a flash of silver, and he falls, your knife at his throat.

You whoop with pride and pleasure. You've done it. His broken and bleeding body lies at your feet, utterly crushed. You tear your eyes away from the screen, turn to the person sitting next to you. "Wanna go again?"

You're wielding your knives, facing your enemy, and the game is about to begin. Welcome to my world. Welcome to the Zone.

MICHELLE STARR
Games Writer

loading...

GET EVEN

THE PS2 GETS ODD

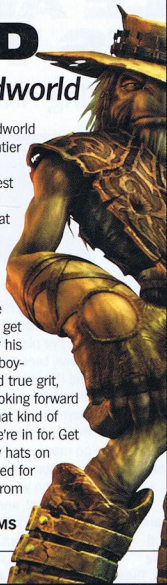
EA: Taking us all into Oddworld

Yes, it's true — EA has signed an agreement with Oddworld Inhabitants for the publishing rights to the next *Oddworld* game, and they're bringing it right to our door thanks to the spiffy new PS2 version.

The *Oddworld* series, for those of you who might be unfamiliar with it, has been immensely popular for its gorgeous, state-of-the-art graphics, unique premise and jolly-good-fun. It's also been rather PS2-absent.

The new game will take the series a little bit away from its more familiar characters and storylines. If you ever played cowboys as a kid, and if you lurved the *Oddworld* series of games, *Oddworld Stranger* will be right up your tumbleweed-ridden alley. You'll play the role of the Stranger, a grizzled, western-style bounty hunter, chasing outlaws all

over the *Oddworld* universe frontier on his own personal quest to figure out who and what he is. It sounds angsty, but by the looks of things, the Stranger will get 10 points for his grizzled cowboy-coolness and true grit, and we're looking forward to seeing what kind of gameplay we're in for. Get your cowboy hats on and stay tuned for more news from the frontier. Yee-haw! **— MS**



WORLD CUP

LEAVE IT TO THE PROS

Konami aims to score with Pro Evolution Soccer 4



Greece may still be celebrating its recent soccer World Cup victory but the 'other' soccer championship has yet to be decided. Yep, we're talking about the bitter rivalry between EA's *FIFA* games and Konami's *Pro Evolution* series. While EA readies *FIFA 2005*, Konami has made its play clear with a range of exciting new features in *Pro Evolution Soccer 4*.

Following the 'if it ain't broke, don't fix it' philosophy, Konami has focused more on incorporating new

moves and tricks into the existing gameplay, rather than redesigning anything major. The most welcome new addition will be new free kicks and penalty shots that should make the play even more intuitive and varied. A much larger range of club and international teams should help *Pro Evolution 4* to compete better against EA's officially licensed *FIFA* series. Confirmation that the already robust dribbling system would be improved in Konami's sequel was the final straw, leaving us dribbling into our keyboards. **— NP**



THE NO.1 RACING GAME OF 2004



NEED FOR SPEED UNDERGROUND

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EDITOI

W e told you surprise great she...
...the biggest...
...other than...
...reported? We...
...haven't...
...looking for our...
...covered the...
...special game. Put...
...story makes it...

SHREK 2 WINNERS

Thanks for all the Shrek 2. Gateway entries that flooded in for the competition in issue #29. Most people correctly spotted him standing behind Richie on page 6 but a few people still thought they saw him next to the Shrek 2 cheats on page 92 (C'mon guys, we're never going to give it that easy). Here are the lucky winners: A Sims (VA), Nicholas (Vic), L. Kelly (NSW), J. Formosa (NSW), S. Kirk (Qld).

OP2's OWN WEBSITE

After dragging our feet for years, we've finally finished the OP2 magazine website. Visit the site and you'll be able to chat with other readers on the forums (there'll even be the odd pop-in by OP2 team members). You can also sign up for a monthly newsletter about what's new and exciting in the world of PS2. And, as if that wasn't enough, you can also enter PS2 competitions online. You'd be crazy not to log on and say hi at www.derwentward.com.au



THE BLOOD IS SPREADING...

Bloodyrayne, that is. And no, she's not turning into some kind of glantess. The sexy vamp is getting her very own comic book, with art by Romano Molenaar (Lady Death, Purgatori, The Darkness, Witchblade) and Marco Galli (Aphrodite IX, Ripclaw, Captain America, Fantastic Four, Witchblade), and stories by Stephen O'Connell (The Nest and Tiger Wrath). What with the second game and the movie as well, we're afraid she might turn into one of those insufferable prima donnas.



MUSICAL MADDEN

Quite aside from the gameplay, the Madden games are well-known for their amazing attention to detail and the work put into the cosmetic aspects of the games. Madden NFL 2005 looks like it won't be any exception. The game is going to feature a hit soundtrack, with artists like Green Day, Chevelle, the Hives and New Found Glory.

WANT TO WORK WITH GAMES?

If you've got a passion for videogames then you might be the Product Manager that Red Ant (distributor of kick ass games like Psi-Ops, Mortal Kombat and Mashod) is looking for. 1-3 years of experience in a similar position is ideal. Send applications to marketing@red-ant.com.au

SWORDS AND SORCERY

UNCLE ARTHUR COMES TO PS2

Konami reveals King Arthur action title

There is no greater story of swords, magic, two wuv and betrayal than the legend of King Arthur and his Knights of the Round Table, and it's this tale that has been the subject of much retelling in every form. The latest to come our way is a film, *King Arthur*, by master bard Jerry Bruckheimer (*Pirates of the Caribbean*, *Bad Boys II*, *Gone in Sixty Seconds*, *CSI: Crime Scene Investigation*, *24*, *The Amazing Race* and about half of Hollywood's movies and TV). This ain't no fairy-tale epic, though. The high romance has been turned into a dark blood-and-guts narrative, a perfect vehicle for a hack'n'slash adventure game.

Good thing for us, Konami thought the same thing, and we're about to get the whole thing in our hot little hands. There



will be three modes of battle for you to whet your bloodlust on, and five playable characters - Arthur, Lancelot, Tristren, Bors, and the appetizing Guinevere. Not only that, as well as the single-player mode, there will be a Baldur's Gate-style two-player cop mode - something which is in very short supply on PlayStation 2. So don your armour, polish your sword, and throw your thees and thous out the window. *King Arthur* is about to show us what real medieval action is all about. We can't wait! **A MS**



RPG ASAP

ATARI SUMMONS RPG DEMONS

Atari's Demon Stone might make RPGs cool



This is one RPG that won't just be a pretty face. Atari has signed on some pretty impressive talent for *Demon Stone*. The game will be based on the engine used for *LOTR: The Two Towers*, but the story will be one penned by best-selling author R.A. Salvatore.

But wait - there's more! The voice of Ygori, the evil Slaad lord and the main bad-guy, will be provided by Michael Clarke

Duncan, best known for his appearances in *Daredevil*, *The Scorpion King*, *Planet of the Apes* and *The Green Mile*.

The final jewel [that we know of so far] is Patrick Stewart, who'll be voicing the character Khelban "Blackstaff" Aunsun, a wizard of amazing power and wisdom and good-guy extraordinaire. And if you need an Introduction to Patrick Stewart, you're reading the wrong magazine. **A MS**

So much action,
so little time



PSYCHIC POWERS WE WISH WE HAD

1. TELEKINESIS

You ever have that problem where you're in the middle of a furious race in GT3 and all of a sudden you need a fresh beer from the fridge? You could pick it up, take the lid off, and bring it right to your mouth without lifting a finger. Not to mention bank-robbing...

2. PRECOGNITION

Avoid that nasty argument with the missus over whether GTA or *Gilmore Girls* gets precedence on the TV screen by bringing home flowers and chocolates in advance. Or make a mint off the horse races - it's all good.

3. TELEPORTATION

Avoid the traffic or the press of people on public transport on your way to work by instantly teleporting to where you want to be. Teleport home in your lunch break for a nap or an hour of game time. Save thousands on transport costs, and help the environment!

4. TELEPATHY

Ever wanted to know what your best friends really think of you? What your lovely girlfriend is thinking when she says that shirt is fine for meeting her grandparents, really? Whether those pants really do make your arse look big?

5. MIND CONTROL

Who needs zombie slaves when you could have live ones? Create armies of cats and dogs, and amuse yourself by watching them go for the jugular. Turn your boss into a hero-worshipping minion who begs to fulfill your every whim. Take over the world.

6. X-RAY VISION

Make your fortune by cheating at poker and blackjack. Take your enemies down *Death By Degrees*-style. And who hasn't wanted to be able to see what the world would look like if everyone was naked?

7. PYROKINESIS

Hold the earth to ransom, super-evil-globus-style, by threatening to speed up global warming and melt the polar caps. And never be caught camping without fire again.

8. SPIDEY SENSE

You'll be able to know when anything's headed your way. Whether it be a spitball or a jet-plane, feel safe in the knowledge that nothing can sneak up on you unawares again! Except for Venom. You gotta watch your back for that one.

9. MIND WASH

Remember that time your Spidey Sense didn't warn you about Venom, and he came up and dakked you in front of a whole crowd of people and they all laughed? Well, you never have to worry about THAT again - now you can just wipe their memories! Easy!

10. ASTRAL PROJECTION

Head over to Rockstar and check out GTA: San Andreas. Then head on over to Sony, and take a sneak peek at the PS3. Don't forget to tell us all about it, though.



SCREENSHOT OF THE MONTH

Playboy: The Mansion has it all!

To run Playboy magazine you'll have to hang out with hot babes like this all day

It's not as exciting but there are hundreds of objects like this vase that can be placed in the mansion

Best of all you can throw parties, supply the girls with drinks and encourage them to make out

Hello?? You can get the girls to make out!!! Did we mention that's a bra strap she's undoing?

SCI-FI GIVEAWAY

BEAM THESE DVDS UP

Find Voyager's holographic doctor and win!

Time to give your eyes another work-out. This month, *Star Trek: Voyager's* holographic doctor (pictured right) has beamed off the Enterprise and hidden himself somewhere in the magazine. To celebrate the release of *Star Trek: Voyager - Season Two* on July 8th, Paramount Home Entertainment has kindly given us six DVD box sets (valued at \$150 each) to giveaway. To be in the running to win one of these collection packs you just

need to scan through the mag and find the other hidden picture of the Doc and let us know where he is (he'll be hidden somewhere else in the magazine). And once you've finished watching Season Two, don't forget to beam back up to the Enterprise on September 9th for the release of *Voyager Season Three* and *Star Trek: The Original Series*. **NP**



HOW TO ENTER - Send entries to OPS2@derwenthoward.com.au with "Star Trek Giveaway" in the subject line, enter on our website www.derwenthoward.com.au or send envelopes via snail mail to: OPS2 Magazine, PO Box 1037, Bondi Junction, NSW 1355. Email entrants are entitled to one email per competition only. Entries should be clearly marked and include: The name of the competition, your name, age, email address, phone number (mobile also) and address. All competitions close 8 September, 2004. This comp is also open to NZ residents.



WITH THE
HOTTEST
CARS...



**NEED FOR SPEED
UNDERGROUND**

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1



DRIV3R may have copped a bit of a beating in less reputable magazines and websites but it's clear the gaming public sees it for the great action game it is. Ignore the hype and take a spin with Driv3r – you'll be hooked.

2



SPIDER-MAN 2 isn't just a fantastic flick, it's also the best superhero videogame ever. Spidey can swing through an accurately modelled New York, fight super villains, work as a photographer or just solve random street crimes.

3



SHREK 2 may not be a patch on Spider-Man 2 when it comes to movie-to-game experiences but it does offer up a lot of easy to get into gameplay for the youngsters. Players can control Shrek, Fiona, Donkey and the Ginger Bread Man.

RANK	TITLE	CATEGORY	DISTRIBUTOR
4	SingStar	Singing	SCEA
5	Harry Potter: Prisoner of Azkaban	Adventure	EA
6	Tony Hawk's Underground	Sports	Activision
7	Need for Speed Underground	Racing	EA
8	The Simpsons: Hit & Run	Adventure	Vivendi
9	Smash Court Tennis 2	Sports	SCEA
10	True Crime: Streets of LA	Adventure	Activision

PS2 RELEASE SCHEDULE

SEPTEMBER

Burnout 3: Takedown	Racing	EA
Colin McRae Rally 2005	Racing	Atari
Conflict: Vietnam	Shooting	Atari
Crisis Zone	Shooter	SCEA
Demon Stone	Adventure	Atari
EyeToy Chat	Web cam	SCEA
Headhunter: Redemption	Action	Atari
Jackie Chan Adventures	Adventure	SCEA
Juiced	Racing	Acclaim
Karaoke Stage	Singing	Atari
Madden 2005	Sports	EA
NHL 2005	Sports	EA
Red Star	Shooter	Acclaim
Resident Evil: Outbreak	Survival horror	THQ
Shellshock Nam '67	Shooter	Atari
Silent Hill 4	Horror	Atari
Star Wars Battlefront	Shooter	EA
Terminator 3: Redemption	Action	Atari
Tiger PGA Tour 2005	Sports	EA
V8 Supercars 2	Racing	Atari

OCTOBER

100 Bullets	Shooter	Acclaim
Def Jam 2	Fighting	EA
FIFA 2005	Sports	EA
Kilzone	Shooter	SCEA
Mortal Kombat: Deception	Fighting	Red Ant
NBA Live 2005	Sports	EA
Sly 2: Band of Thieves	Adventure	SCEA
This is Soccer 2005	Sports	SCEA
Ty The Tasmanian Tiger 2	Action	EA
Lord of the Rings: The Third Age	RPG	EA

NOVEMBER

Goldeneye: Rogue Agent	Shooter	EA
Grand Theft Auto San Andreas	Adventure	Take 2
Jak 3	Adventure	SCEA
Midnight Club 3: DUB Edition	Racing	Take 2
Need for Speed Underground 2	Racing	EA
The Urbz: Sims in the City	Family sim	EA
Tony Hawk's Underground 2	Sports	Activision

DECEMBER

Gran Turismo 4	Racing	SCEA
Metal Gear Solid 3	Adventure	Atari
Starcraft: Ghost	Adventure	Vivendi



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EYE WANT ONE

GET IN THE GAME

Konami puts U in the picture

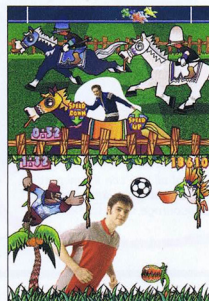


We all love EyeToy. We can flap our arms around like a crazy person without actually being a crazy person while indulging our inherent narcissism by bashing little guys on our TV screen. And sports games, because who actually wants to go outside, where there's sunburn and evil grass?

Thanks to Konami, we can have both! With two firsts – Konami's first EyeToy game, and the first EyeToy sports game – under its belt comes *U Move Super Sports*.

This tidy gem is built around fifteen sports-themed minigames, with a whole heap of little extras thrown in. The minigames include Perfect Goal, where the player will have to save a penalty against a CPU striker; Hole in One, which is pretty much what it sounds like, and Rugby Crash, where you'll have to tackle a rugby dude.

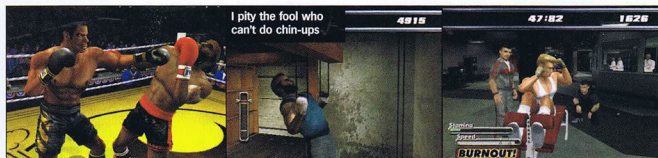
You'll be able to play by yourself, trying to get the highest score possible, but the best fun to be had will come from playing off against your mates in a series of small tournaments. Find out who can look the silliest. **MS**



COMEBACK KING

ROUND TWO FOR ROCKY

Ubisoft packs plenty of punch into Rocky Legends



Early on in the PS2's life the boxing genre had a lot more in common with a punching bag than any of the sports stars it was trying to recreate. After being continually pummeled by wrestling and fighting games, the boxing genre came back swinging last year with Rocky and Fight Night. This

year Ubisoft has taken everything that was great about Rocky, pumped it full of steroids and delivered a boxing juggernaut with Rocky Legends.

Rocky's weakest link, the single player game, has been bulked up with a new career mode that let's you take your choice of Rocky, Apollo, Clubber

or Ivan through a gruelling championship mode. A range of new training mini games (that you can also play competitively against a buddy) make you appreciate how much work goes into being a top boxer. Ubisoft has also recruited 26 new opponents and created 13 brand-new venues. Oh, it's on. **NP**

MOVIE-TO-GAME

THAT'S INCREDIBLE!

Pixar says what we're all thinking

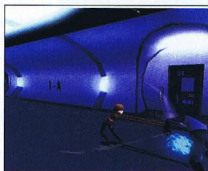
Is that really the best costume he could find?



Superheroes are no longer just for geeks who want to be Batman when they grow up. There's been a veritable influx of superhero stuff leaping onto our screens, and man, is it ever cool. Jumping onto the bandwagon is Pixar, with its film *The Incredibles* set to hit the cinemas around Christmas.

The Incredibles will tell the story of the Incredible family, trying to live normal lives in suburbia while keeping their secret identities, well, secret, and quietly saving the world on the side. With *The Iron Giant's* Brad Bird on the team, we're in for some definite coolness.

And yes, there will be a game based on this fine film, before you

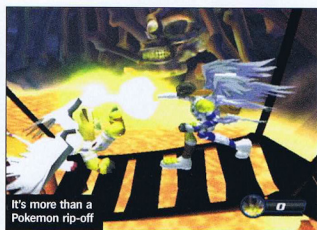


start wondering. THQ has signed on to make an action-adventure experience starring the Incredible family. We don't have much info yet, but we can tell you that there will be multiple playable characters and lots of super powers. We'll be jetting over to Pixar's studio in San Francisco next month, so check back for the full scoop. **A MS**

DIGITAL MONSTERS

READY TO RUMBLE

Digimon hits the PS2!



It's more than a Pokemon rip-off

Been wanting a crazy melee game? Love Digimon? Well, rub your hands together with glee, because both are coming to the PS2 in one nifty little package.

This game will see you playing against three CPUs or up to three of your mates in a button-mashing frenzy. You'll be able to play as any of the popular Digimon characters - from Agumon to Zudomon - in a range of environments that fans of the series will instantly recognise from the cartoon. You'll be able to use these environments to your advantage, with special items that you can use to attack your foes.

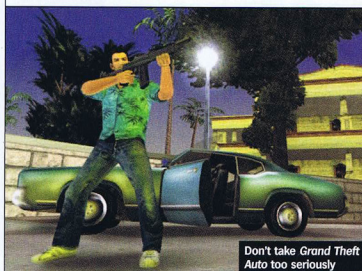
Kicking your friends' arses from here to next Sunday will give you Digipoints, which will allow you to Digivolve into uber-powerful Digimon with super attacks that will turn you into a Digi-killing machine. And if that's not enough Digi for you, we don't know what is. **A MS**

WATCH OUT!

GAOL TIME FOR GTA PLAYER

Youth arrested for Grand Theft Auto

Be careful next time you're playing *Vice City* because some poor bloke in Florida has wound up in prison because of the game. Anthony Jones was phoning a co-worker at the Cross Creek Barbeque Restaurant who was at home playing *Grand Theft Auto Vice City* with a child. At one point during the conversation he said "There's a bomb in the building. Everyone needs to get out!" He was apparently talking to the child about *Vice City* when he said this but the co-worker didn't realise and called the police. The restaurant was evacuated and Jones was arrested for making a false bomb threat. He is now awaiting a court date and faces up to 15 years in prison. **A NP**



Don't take Grand Theft Auto too seriously



...AND THE HOTTEST UNDERGROUND RACING...



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feedback

We spend the whole magazine talking about it - now it's your turn!

Brought to you by

ATARI

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SPEAK TO US!

Come on, we know you guys are bursting to get involved. Share your thoughts with the nation's PlayStation 2 owners in the new, improved Feedback section and you could win an exclusive Atari T-shirt and game! Write to us on paper or on a computer.

OPS2 Feedback
Derwent Howard
PO Box 1037
Bondi Junction, NSW 1555

Email: ops2@derwenthoward.com.au



OPS2 chart

Some games mags are written by people who don't really play games, but not OPS2 - we play games so much here that we hardly have time to make the mag! Here's what's been making us late this month.



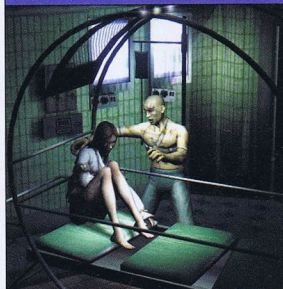
WE'VE BEEN PLAYING...

1. MASHED

We've had explosions, Michael driving over cliffs, Naz driving over his own mines and Michelle getting stuck in the walls. And Richie chose the pink car.

2. SOUL CALIBUR II

There are many, many horror games on the market, but few things are scarier than getting your arse handed to you by a strapping bloke wearing a freaky gimp mask.



3. SECOND SIGHT

You can throw bins at people! With your mind! And why do we pistol-whip and beat up the guys on our own team? Because we can!



MMMM... BOOBIES

I have to say that when I saw the cover on the recent magazine I nearly cried. Just a glimpse at San Andreas is every fan boy's dream. As soon as I had purchased the mag I went straight home called my heathen GameCube friend and flaunted the preview like big juicy jubbies. I could hear the sad little man salivating as I read the details. I lent the mag to him and when I got it back the sealed section was once again sealed. By the way great mag, nice breasts, 30-foot Smurfs and all that jazz.

Cameron Urquhart, via email

Well, Cameron, it looks like your priorities are pretty similar to ours - games, boobs, dishing the GameCube, boobs, Smurfs and more boobs.



I AINT NO COPYCAT

I'll cut to the chase: I've had a good idea for a game that could possibly, maybe, someday exist on PS2 (or even PS3)

Now, don't get me wrong, I'm no Nintendo fan. But I'm sure that you've all played the game on the ol' 64 that rhymes with "Blooper Crash Mothers", right? Not only that, I'm sure most of you enjoyed it, too. Now, just imagine a game on PS2 that was inspired by that very same game...

It would be ten times better, of course. It could have characters like Jak and his pal Daxter. Also included could be Sig from Jak II and that guy from Jak III, the bald one. It could have Ratchet and Clank. Other characters could include Captain Qwark and Angela, the female lombax.

It could have characters from the Sonic series, like Knuckles the echidna, Tails the two-tailed fox, Cream the bunny rabbit, Amie-Rose and Sonic himself! They would all have their own special abilities. Who else could it include? Of course! Crash Bandicoot and his sister Cocoa.

Another character could be Spyro the Dragon! Oh, and one more character. Sly Raccoon - with Bentley and Murray as his sidekicks. Just imagine! Various Stages could be themed around different characters from different games - the possibilities are simply ENDLESS!

Now, I know that this is probably impossible, 'cause all the different companies would have to work together to make the game and all that, but one day such a game may just exist, you never know. It's just a little fantasy I have.

Michael McNab, via email

Wow, Michael. Most of our fantasies only involve things starting with the letter B. Keep dreaming that dream, though... it's right up there with pink elephants with cheese graters.

EVEN MORE VIOLENCE?

Hey Guys and Girls. Firstly thanks for the huge preview on GTA San Andreas! I just have one more question about the game and that is, will the Australian version of the game be edited and chopped. If so do you know what will be chopped out?

Dale Hills, via email

The only thing that we know will be edited out of the game is the prostitute trick. Don't worry - you're not missing much. The only thing this did was increase your health for free, and you can do that better, and in other ways - for instance, in Vice City, all you had to do was deliver pizzas. There wasn't even anything to see, unless you like watching cars rock Woocommerce... Er.

I WANT ONE TOO!

Why did Xbox get both the GTAs and we didn't get anything? I reckon we should have gotten Halo or are we just holding out till the second one comes out and we get the box set of Halo 1 and 2. But I have another theory. Maybe Sony has lost the rights to keep the GTAs and Xbox was able to make them. Could you please help me here, I am a bit confused.

Joe (Nero) Callingham, via email

Well, the thing with that is, the rights to GTA never belonged to Sony - they belong to Rockstar, who made the games, and who are free to sell the rights to whomever they choose. The other thing is, Halo was made in-house and is owned by Microsoft, which means we'll never see it on PS2. However, there are plenty of games that are PS2 exclusive - for example Gran Turismo, Devil May Cry, most of the Final Fantasy games, Kingdom Hearts, The Getaway, Jak & Daxter, ICO, Metal Gear Solid, and so on. Need we say more?

REGION ENVY

Love the mag, buy it every month religiously and have every issue. You should release a daily edition like the Herald as I can never get enough. Now enough of the cakehole lickin' and down to the nitty gritty.

- 1) Why does it seem in all PS2 online games you have to push in a button to talk? I have experienced many cheap deaths in SOCOM 2 because of this.
- 2) What the hell is EA doing to me and over one million other Aussie PAL Network gamers, for example, LOTR-ROTK, BOND-EON, all their current sports titles and, most



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feedback



cuttings

Little bits of leftover letters that we found on the floor

Baaaaa

This would be a top selling game here in Australia and of course the land of the sheep, New Zealand.

Richard Mitchell, via email

We hate to burst your bubble, but there are more sheep per capita in Australia than in New Zealand. "Nuff said."

Lost the plot

I'm not saying that GTA: VC was bad or anything. It's just that all of that "free-roaming business de-rails the plot."

Luke Amos, via email

I'm not saying you're off the mark or anything. It's just that all of that "free-roaming business is kind of the point."

Look-olllie

Those damn finding comps are impossible. I spent forever searching for a hidden Shrek and the closest I could get was a picture next to the name of "Richie Young?" Honestly guys ease up a bit.

Matthew Quinlan, via email

Congrats for finding Shrek – even if it was a total fluke in the guise of ribbing. "De-fault – the two greatest words in the English language."

Free-loader

Why don't you just send me some free stuff? A game will do and/or a FREEAK t-shirt (that's me alright) and/or a brand new silver Sony? Something you've got there in the corner no one uses.

Stu, via email

Sure – we've got plenty of free advice sitting around here that no one wants. GET A JOB YOU DAMNED HIPPY.

Confused

I recently did a survey on whether PS2 was better than X-Box. Out of 172 interviewees, 110 said PS2 (yay), 60 said X-Box (boo) and 2 said GameCube. What's a GameCube?

Anne-Marie, via email

A very expensive door-stop.

distressingly, *Fight Night?* While the US is flooded with online titles, we get screwed over. 3) Lastly in issue 26 of your fine publication a certain title caught my eye – yes, you guessed it, *Unreal Assault*. Please can you hit Atari up for some screens, info and most importantly whether it's online or not?

Mike Oxonfire, via email

- 1) It's to help you become a better gamer. No, seriously! Once you can juggle a controller and a talk button without getting killed, that's when you can claim to be truly L337.
- 2) There are two reasons for this. The first is that not enough of these titles are selling down here to set up a local server. The other is that the PS2 HDD (hard drive) has not been released here yet, and it's a kind of a necessity for some of these games.
- 3) Sounds like you need to exercise a little patience! Don't worry – before long, we'll have all the info on *Unreal Assault* you could want.

NOT ENOUGH HUGH

I got your July edition of and a writer named Paul Frew has done an article on the *Van Helsing* game. In the detail section it has the game can be played in widescreen, but I have a widescreen TV and I can't get my *Van Helsing* to be in widescreen format. Could you tell me if this is a special edition *Van Helsing* or how/where on the menu can this widescreen format be turned on.

ML via email

You know the options menu? Go into that. There should be an option to set the screen resolution. Set it to 16:9.

SOMEONE SAVE ME!

I'm just going to start this letter by going straight to the point because you guys already know that you are the best in the business. My question is memory cards! Why the HECK can't you use your PS2 memory card to save PSone games? We have to go and buy another memory card and waste our hard-earned bucks on some stupid thing which we wouldn't if Sony had come up with the idea. Great mag by the way.

Tony, via email

PSone and PS2 games are in a different format. Rather than make a more complicated and expensive memory card, Sony decided to make the PS2 memory card compatible with PS2 format games only, working under the assumption that if you have PSone games, you probably also have the console and the card.

TEKKEN TATTLETALE

I'm writing in reference to your most recent magazine, issue 29. More specifically page 15, the "Fresh Blood for Tekken" article and I refer to the accuracy of it.



You stipulated that Asuka Kazama (at least we got the name right! – Ed) is Jin's daughter and that she has his style of fighting. Well I question greatly the daughter of Jin part, if you follow the previous storylines it's a little bit implausible. And as for the fighting style... she has Jin's fighting style, not Jin's. Also, the "foxy looking Feng Wei shaking her kung-fu booty"... ah! Feng Wei is a MALE FIGHTER!

Jamie, via email

Thanks for the feedback, but that's easily explained. It's only too easy to mistake Feng Wei for a girl, since he fights like one. And yes, Asuka is indeed Jun's daughter – we're afraid that was a typing error. Even we make mistakes.

THE BETTER BIKE?

In the April issue you did a review on *Mototrax* and *Unleashed* and you said that *Mototrax* was better than *Unleashed*. I have played both of them and I have to argue, I think that *Unleashed* is a better game. Can you tell me why you said that *Mototrax* was better?

Chris, via email

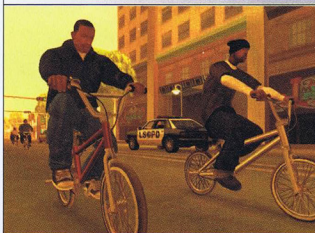
Basically, we felt that *Mototrax* was better made and offered slightly more in terms of the serious dirt-bike experience. While *Unleashed* is undoubtedly a great title, we feel it's a little lighter and isn't quite as in-depth as MTX. In our opinion, that makes it a better game – but you don't HAVE to agree with every little thing we say, you know?

READERS

most wanted

The votes for the Readers' Most Wanted chart have been flooding in, and we proudly present the first top list of what the nation's PS2 gamers are most looking forward to playing. Don't forget to vote every month so that we can keep the list up-to-date and make sure we cover the games that you guys are dying to get your hands on.

Send an email to ops2@derwenthoward.com.au, with 'Most Wanted' as the subject, and list the top five upcoming PlayStation 2 games you're most looking forward to. Tell us why you're excited too, and we might print your rantings with your most anticipated title.



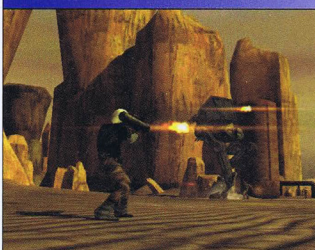
1. GTA: SAN ANDREAS

"This game will sell billions of PS2s!"
Kieran Elree, via email



2. PRINCE OF PERSIA 2 (NEW ENTRY)

"I wish I could fast forward time for this!"
Joseph Cullingham, via email



3. STAR WARS BATTLEFRONT (NEW ENTRY)

"Any game where you can kill ewoks is gonna be awesome!"
Chris Milne, via email

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IN CINEMAS AUGUST 19

HANDS-ON

PLAYERS: 1-2 (1-6 ONLINE)

DISTRIBUTOR: EA

DEVELOPER: CRITERION

WEBSITE:
WWW.BURNOUT3.EA.COM

LAST SEEN: OPS2#26

RELEASE DATE: SEPTEMBER

PERCENTAGE COMPLETE

80%

BURNOUT 3 makes us realise how much fun can be crammed into a game. Don't be surprised if this takes down the rest.



GET THE TRUCK OUTTA HERE



Burnout 2 had trucks – hell, even Burnout had trucks – but playing chicken with the trucks in Burnout 3 is taken to a whole new level. Each truck in the game now has realistically animated and destructible cargo. If some lame-ass driver in front of you French-kisses a truck carrying a load of barrels then you'll have to make like Mario as you try and jump, dodge and swerve the stream of barrels spilling across the road. Burnout 3's trucks is the one in the second picture, just in case you were wondering.

RACING

Notice the subtle speed blur around the edges? Slick



BURNOUT 3: TAKEDOWN

It's bare-knuckle boxing with cars!

Ten years ago '3D graphics' was something you had to wear a pair of stupid red and blue glasses to see. It was the age of 16-bit gaming (Sega Megadrive and Super Nintendo) and small 2D sprites moving from the left side of the screen to the right was about as good as it got.

How did we survive in this videogaming dark age? Quite comfortably, really, because these painfully simplistic graphics forced developers to focus purely on making games fun. These days it's so easy for developers to get caught up in making the graphics and physics engines as realistic as possible, that 'fun gameplay' often takes a back seat.

Don't worry, we're not about to pull on our cardigans and become gaming granddaddies who moan on about how the old 2D games were better than today's 3D blockbusters. They weren't. But the old games did have the right focus on pure fun that many recent games neglect. The *Grand Theft Auto* series is a perfect example of a developer putting fun first, and *Burnout 3: Takedown* is another.

We all know going fast is fun. Plenty of racing games have done a good job of going fast, but until now no game has made you feel the need for speed better than

NFS Underground. *Burnout 3* takes every drop of juice *Underground* had in its nitro tank and shifts it up another gear. *Burnout 3* uses the same blurring around your peripheral vision that *Underground* did to recreate the rush of hurtling down the street at 200kmph. Things get really crazy when you hit your Burnout (turbo) button though. You hear the sound of a jet engine igniting, blue flames leap out of your exhaust pipes and the road blurs into the background as you weave in and out of traffic like a lunatic.

When you're going this fast it's impossible to avoid crashing, but while spreading wreckage from your car over a couple of hundred metres of highway looks amazing, it's not something you want to do often. Causing your opponents to crash – or performing Takedowns – is the key to winning the race. To score a Takedown you have to smash another car into a wall or oncoming traffic. The camera will then spin around to show a *Matrix*-style slow-motion view your opponents' crash. The camera will then rotate back to your car and stay on it for a second, still in slow-motion, so that you can get your bearings before the game returns to its normal (super fast) speed.

As well as delaying your opponent by a few seconds,

Takedowns are an essential part of *Burnout 3*'s gameplay because a huge chunk of their Burnout bar is stolen and added to yours, meaning each Takedown adds about five extra seconds of turbo-boosting to your tank. And five seconds is more than enough to make the difference between first and last place in this game.

Although the version of *Burnout 3* that EA gave us only had the single player game up and running at this stage, the AI for the other cars is so aggressive that you really have to fight to stay on the road. Even better, the other cars remember when you've smashed them and gun for you – scoring their own 'Takedown Avenged' if they manage to get you back. We haven't had a chance to take a crack at the multiplayer mode yet, but smashing the AI cars all over the road is already so much fun we can't see how *Burnout 3* could fail to be the most multiplayer fun on wheels.

After just one lap the sheer fun of *Burnout 3* will hit you like a crumpled bumper bar to the head. It takes the best of the best in every area and smashes it into one glorious gaming experience. *Burnout 3* out-speeds *Need for Speed Underground*, out-crashes *Burnout 2* and out-multiplies a six-player game of *Gran Turismo 3*. Buckle up for our exclusive review next issue! **TB**



SPARK IT UP

Who ever thought driving a sparkler on wheels would be so much fun?



In the previous two games crashes caused your car to flip gracefully through the air, maybe shedding a panel or two, before smashing back down onto the tarmac. It looked great but it didn't look real and it certainly didn't look like a car crash from a state-of-the-art Hollywood movie. In an effort to recreate all the



spectacle of great Hollywood car chases, nudging up against other cars, concrete barriers or the road itself will unleash showers of sparks and belt the body work to pieces. It's even possible to lose all doors, panels and wheels if the crash is severe enough.

pre-play

HANDS-ON

PLAYERS: 1-2 (MULTI ONLINE)

DISTRIBUTOR: EA

DEVELOPER: EA

WEBSITE: WWW.NEEDFORSPEED.COM

LAST SEEN: OPS2+30

RELEASE DATE: NOVEMBER

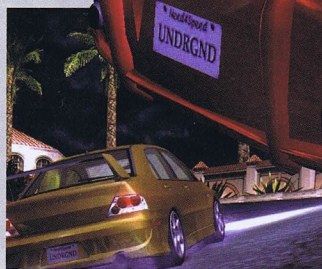
PERCENTAGE COMPLETE

75%

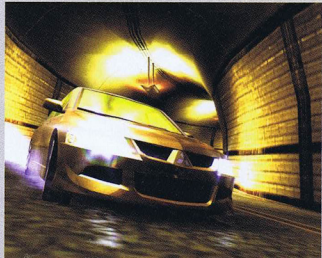
NEED FOR SPEED: UNDERGROUND 2 adds a huge interactive city and new race modes to an awesome racing franchise.



CITY OF SPEED



The tuner community isn't just about building fruit cocktails on wheels – it's about racing them. The sprawling cityscape in *Underground 2* will feature five distinct areas, each with its own style of illicit racing. Up in the mountains you can expect to get into some heavy drift contests, while the tight corners of downtown are more suited to intense circuit racing. Drag racing will make a comeback, and we've been promised at least four all-new racing modes based on the crazy stuff that real-life tuners get up to. We doubt if it'll be possible to simulate a duct tape death-match on a Dual Shock 2 controller, but whatever the new modes are, we're sure EA has done its homework.



THE NEW BLACK

Like its predecessor, the action in *Need For Speed Underground 2* takes place at night on slick wet streets. Presumably this is because the race culture is a creature of the night, but it could just be because it looks pretty. This time round, EA has made the inclusion of cat's eyes on the road and guardrails, too. They are also pretty, but serve the additional function of showing up those dark roads a bit more clearly. Nice.

X RACING

NEED FOR SPEED UNDERGROUND 2

EA has popped Underground's hood and tuned it to perfection

The first *Need For Speed Underground* sold pretty well for a game where you can only drive at night. In fact, it sold better than any previous game in the long-running series. If you're one of the handful of rev-heads who hasn't played it yet, we'll let you in on the secrets to its success – it made you think you were going really, really fast.

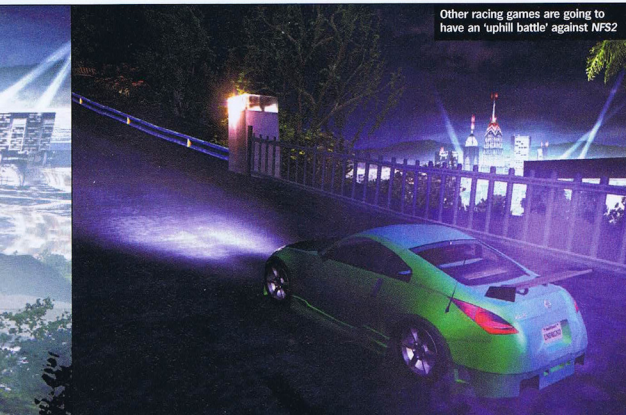
It seems like an obvious design decision for a racing game, but one neglected all too often. Every reflection, every passing light, every single visual effect was geared towards tricking your brain into thinking you were in a truly epic battle of the rice rockets. Well, those effects are back, and thanks to programming liposuction they've freed up room for more juicy, trouser-trembling graphics.

Right, you're thinking, and these pretty pictures will be confined to some narrow, arbitrary tracks. Not on your life – *Underground 2* takes place in a huge, sprawling city. You can drive anywhere: through the docklands, to the fancy-pants CBD, through twisty freeways and even up into the mountains. And everywhere you go you'll run into another new feature: other racers.

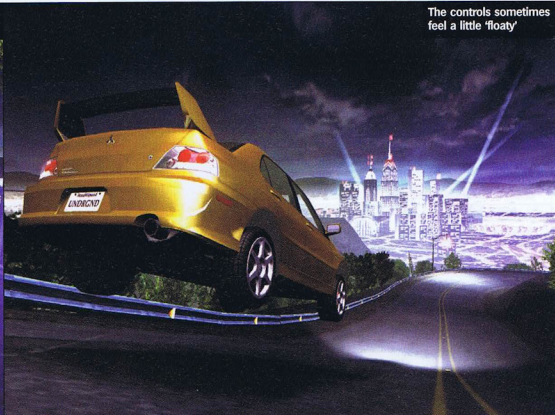
AI controlled drivers prowl the city, showing off the fly bitmaps on their low-riding, sticker-covered juggernauts. And you can challenge any of them at any time – win a game of outrun, and your precious respect-o-meter bumps up another notch. You can also win money, and, more valuable still, information. The fly-by-night antics of *Underground* aren't exactly legal, so if you want the dope on upcoming races, you have to earn it. You may even have to beat several challenges in a row to find out where the next big event is, racing against the clock for a chance at the big time.

A huge, lived-in city, highly competitive opponents, and activities of dubious legality – you'd be forgiven for thinking you were playing *GTA*. Only there will be no running people over, no heavy weapons, and no cussing gangsters; they have their place, but would only serve as distractions in a game that's all about racing.

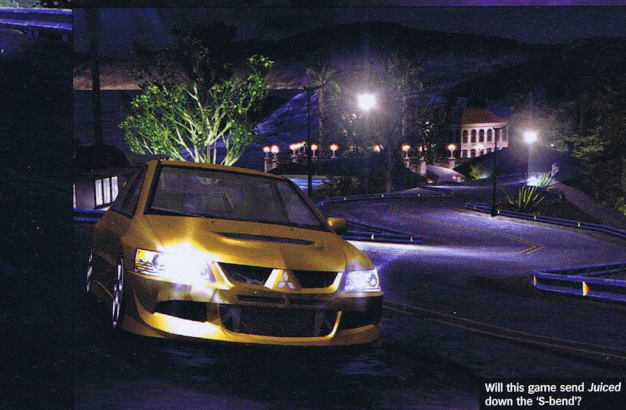
Instead, you get to play with other toys: cars, decals, mods, body kits... twice as many of each as you got in the first game. And it's not just licensed cars, there are licensed kits as well, bringing the trappings of real-



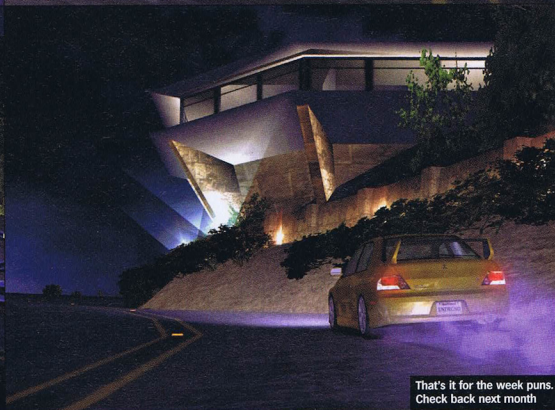
Other racing games are going to have an 'uphill battle' against NFS2



The controls sometimes feel a little 'floaty'



Will this game send Juiced down the 'S-bend'?



That's it for the week puns. Check back next month

world tuner excess to you PS2. As for customisation, the sky's the limit. Any part from any kit can be fitted in any combination, if you think it will give you that extra edge. Want to change your gear ratios to suit a certain course? The choice is yours. Want to make your Volkswagen Golf resemble the space shuttle? Go for it.

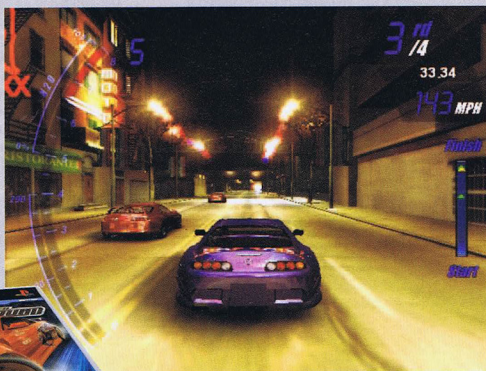
Admittedly, the car list isn't exactly what you'd expect from *Gran Turismo*: Nissan Skylines, Imprezas, and nothing really more exotic than the rotary goodness of the RX-8. But that's where the role-playing aspect comes in. Rather than simply being given top-of-the-line sports cars, you have to scrimp and save to turn your Honda Civic into something truly special.

Once you've turned your humble car into a true pimpmobile, the final challenge will be to take it online. With a Network Adapter and a high-speed internet connection, you'll be able to race against armchair tuners from around the world.

Underground 2 is going to be the racing game that you've dreamed about. With only a few short months to go, we're very, very excited. **— NP**

DEEPER UNDERGROUND

It's been less than a year since *Need For Speed: Underground* hit store shelves, but the huge effect it's had on the racing genre is already obvious. Until *Underground* came along, no other game had even tried to capture the full glory of the after-market car modification scene. Now, everybody's doing it. But it wasn't just the way the cars were modified, it was the way they were raced. With its sprint, drag and drift modes, *Underground* came amazingly close to the reality that *The Fast & The Furious* only hinted at. Tapping on the nitrous oxide was like entering hyperspace, lurching your car forward with thumb-shuddering, light-bending intensity. The racing action was delicious — you can see why we're hungry for a second serving.



HANDS-ON

PLAYERS: 1-2 (MULTI ONLINE)

PUBLISHER: TAKE 2

DEVELOPER: ROCKSTAR

WEBSITE: WWW.ROCKSTARGAMES.COM

LAST SEEN: OPS2#30

RELEASE DATE: SEPTEMBER 2004

PERCENTAGE COMPLETE

60%

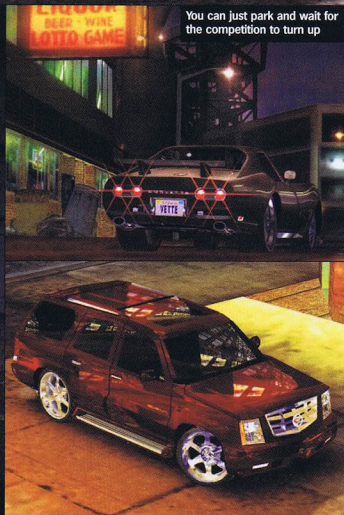
MIDNIGHT CLUB 3 did the free-roaming street racing thing before NFSU and it looks like pushing the genre ahead once more.



Wet streets have never looked so good



It looks like *Need for Speed Underground* – but Dubber!



You can just park and wait for the competition to turn up

RACING

MIDNIGHT CLUB 3: DUB EDITION

Can the original street racer leave NFS Underground choking on its exhaust?

Rockstar isn't a company that's known for following the pack. Rockstar's *Grand Theft Auto 3* was so revolutionary it created a whole new genre. And while the rest of the development community busied itself trying to replicate *GTA3*'s 'living city', Rockstar was building an entire state with *GTA San Andreas*. With the *Midnight Club* series Rockstar was also the first to offer up an entire city to race around, complete with other cars roaming the

streets, that could be challenged to races [a concept *Need for Speed Underground 2* is now copying]. Determined to continue to push the envelope, Rockstar has polished up all of *Midnight Club 2*'s weaknesses and bolted a range of new extras under the hood.

Let's talk about the cars first. There won't be any imaginary nonsense this time. 50 fully licensed rides will hit the street, including everything from Cadillac trucks to Ducati motorcycles. That's right, you can race bikes against sports cars. Bikes will, of course, have the advantage when it comes to acceleration but be prepared for a nasty case of head-to-toe gravel rash if any of the cars

manage to

side-swipe you.

The presence of licensed cars has always been *Gran Turismo*'s excuse for not including damageable cars. Rockstar's negotiators must be a little more persuasive than Sony's because every last car, bike and truck in the game can be dented, buckled and smashed.

To help you pimp-out your ride in whatever crazy way you want, *Midnight Club 3* packs in fully licensed modification options for each ride. The car's paintjob can be given a totally unique flavour by 'shifting' the base colour with up to five different highlights. A range of fully modelled body kits can be bolted onto your ride to make it instantly recognisable. Under the hood you'll naturally be able to tinker with everything from turbo kits to suspension types.

Giving players an unprecedented range of routes to choose from, *Midnight Club 3* will tour through three of the world's hottest street racing cities: Detroit, San Diego and Atlanta. With the ability to choose your own course through the cities, find short-cuts down alleys, use makeshift jumps and dodge unpredictable traffic, *Midnight Club 3: DUB Edition* should take the best bits of *GTA*'s 'living city', douse it in nitrous oxide and light the fuse. **JP**



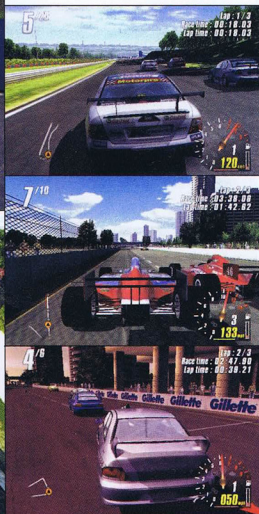
HANDS-ON

PLAYERS: TBC
 DISTRIBUTOR: ATARI
 DEVELOPER: CODEMASTERS
 WEBSITE: WWW.CODEMASTERS.COM
 LAST SEEN: OPS2#30
 RELEASE DATE: SEPTEMBER

PERCENTAGE COMPLETE

80%

V8 SUPERCARS 2 returns and is still the only racing game with Australian cars, tracks and drivers.



V8 SUPERCARS 2

"We just want one"

Unless you've been living under a rock, Holden Racing Team (HRT) is the most popular car racing team in Australia. What's the significance, you ask? Well, previously EA held the rights to HRT in the mediocre V8 Challenge PC game. Which meant that in V8 Supercars, HRT fans couldn't take on the Fords in their favourite car! Blasphemy! Thankfully, sanity has prevailed, and now HRT is in prime position (unless you're a dirty Ford fan) for Codemasters' upcoming V8 Supercars 2.

Apart from the absence of HRT, V8 Supercars was a success. It received critical acclaim and boasted impressive sales figures. However, graphically, the scenery was weak, and the controls were as slippery as Steve Irwin sliding around with the Antarctic penguins. Regardless, the car damage (hello Gran Turismo, are you listening?), Australian tracks and cars kept the racing community satisfied, yet hungry for more.

From the preview code played at OPS2 recently, V82 has noticeably improved over its predecessor. First, the controls have been improved. The sense of inertia is more apparent, which makes for realistic and improved controls. The physics lean more towards Gran Turismo, but V82 is easier to pick up and play.

Graphically, the differences between V8 and V82 are astounding. There is only a minor amount of pop-up in V82 compared to the last game. The textural scenery is much more detailed in V82, and the frame rate is smoother. Aliasing is less apparent, and the car models have been crafted with gorgeous detail. The cut-scenes are also improved, with detailed face maps and a less grainy aesthetic overall. In essence, V8 looks like a four year-old's crayon drawing next to V82.

The career mode has a slightly different swing to it this time around. In the first season, your goal is to earn some dosh and look for a sponsor, which links to an enriched story mode. Your boss is a tough and rigid, but fair character, while your promoter is female, pushy and unorthodox (just like real-life?). The difference in characters makes for a more realistic story rather than the surly Ryan McKane whining about vengeance for his father's death in the prequel.

While a plethora of racing games will be hitting the shelves later this year, they don't have the true blue Aussie cars and tracks that V82 does. Instead of sinking a few VB's and yelling profanities on the Bathurst hill come October, buckle up to your PS2 with this Aussie beauty instead. **A- MG**

HEY MA, I CAN DRIVE A TRUCK!

V82 features a variety of different vehicles such as trucks, 4x4 off road, formula one and rally cars. They aren't just thrown in for the sake of it either, with different tactics and controls for each. When driving in a formula one car, you need to race carefully – not as aggressively as you would in a V8. Otherwise, your front wheel could get tangled with the wheel axis of another car resulting in more grass cuts than a lawn mowing franchise. The tracks, also, are placed in beautifully rendered and varied environments, from slippery, glacial roads to grassy, rocky ravines, to lush, cinematic mountainscapes. You gotta love variety. It's the spice of life... and V8 Supercars 2.



pre-play

HANDS-ON

PLAYERS: 1-2

DISTRIBUTOR: ATARI

DEVELOPER: PIVOTAL

WEBSITE: WWW.CONFLICT.COM

LAST SEEN: FIRST LOOK

RELEASE DATE: SEPTEMBER

PERCENTAGE COMPLETE

70%

CONFLICT: VIETNAM is not based around the war itself, but rather a fictional story that took place during the Vietnam war.

VIETNAM

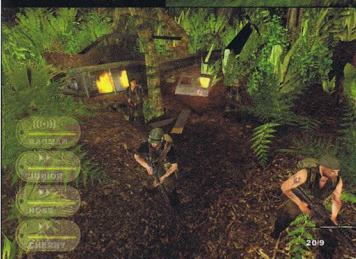
It's possible to radio in for air assistance



THIRD-PERSON SHOOTER



Can you spot Cherry? He's the one with the silly leg wound



Hey, Sergeant Stupid, maybe man the gun?



The new wheelchairs let the disabled guys get involved

STILL REMEMBER THE SIXTIES?

If you've seen Good Morning Vietnam or even Forrest Gump then you'll get an idea of what an army camp looked like in Vietnam. You'll begin by learning the basics like commanding a squad, firing a weapon and listening to horrible '60s music without shooting the DJ. After you've completed basic training you'll be shipped off into the jungle to get your first taste of war...huh, what is it good for? Videogames, you know it!



CONFLICT: VIETNAM

The co-op classic does another tour

With developers having done almost everything they can with World War II bar a WWII mud wrestling game, the crosshairs are now aimed on the next big war – Vietnam. But instead of going down the same path that many other developers will most likely take, Pivotal has decided to create an original story set during the Vietnam war rather than have missions based on historic events.

You'll be in charge of 101 airborne recruit Cherry. But don't worry, he's not fruity like those guys in the Navy. Things aren't going well for Cherry because his chopper got shot down on its way in for landing. Now he and three mates have to get back to base with no radio, no reinforcements and no idea on where they're going. Luckily you'll have some guys watching your back who can also handle themselves in the jungle. But if by some chance they do cop a bullet or two then, unlike most games, they won't just hit the dirt and become worm food. Instead a life bar will appear and begin depleting until you go over and patch them up. After that they'll be as good as new and ready to get back to killing.

While you'll have all the authentic weapons used in the war at your disposal, the targeting system makes it extremely difficult to actually use them. By hitting **Q** you'll jump into a FPS view, but instead of seeing Vietnamese soldiers, all you'll see is the back of your weapon. Playing the game from a third-person-view is the easier option for now.

So far, things are looking good for Conflict: Vietnam. Most of the issues found in the prequels have been corrected and things that seemed perfect last time have been taken to a new level. While we know of a few other Vietnam games on the radar, you can bet your last ration that Conflict: Vietnam will survive its tour of duty. **B. PF**

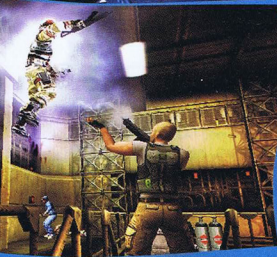
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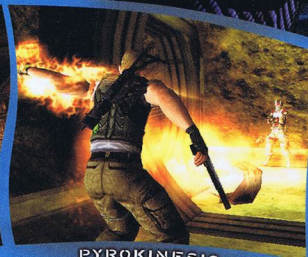
"...ONE OF OUR
MOST-WANTED
GAMES OF 2004"
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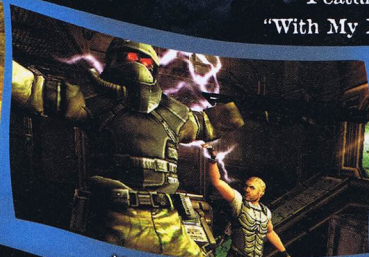
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"With My Mind" Music Video.



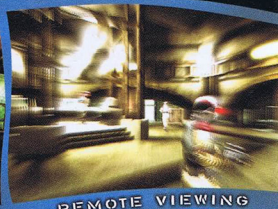
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PlayStation 2



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pre-play

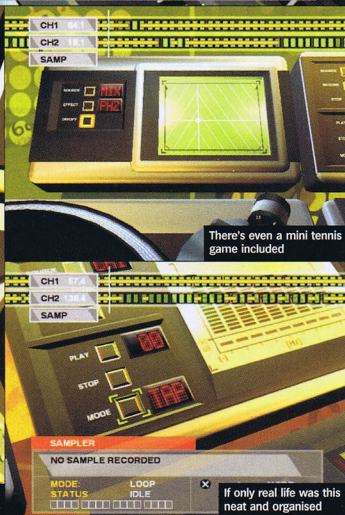
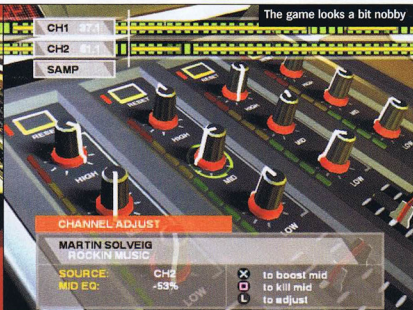
HANDS-ON

PLAYERS: 1
DISTRIBUTOR: SCEA
DEVELOPER: RELENTLESS SOFTWARE
WEBSITE: [HTTP://AU.PLAYSTATION.COM](http://AU.PLAYSTATION.COM)
LAST SEEN: FIRST LOOK
RELEASE DATE: SEPTEMBER

PERCENTAGE COMPLETE

70%

DJ: DECKS & FX promises an excellent introduction to the world of beat mixing at a fraction of the cost of the real deal.



DJ: DECKS & FX

Bring that beat back man!



Everyone always looks up to the DJ, whether it's a high school social full of twisting teenagers or a packed Oxford Street club of a Saturday night. All the girls swan up wide-eyed in admiration with countless requests, and the guys just have to look on with envy at the influence exuded by the phenomenon that is the DJ. Oh yeah – and there is the musical aspect to it as well...

DJ: Decks & FX is less a game and more a true simulation of being a DJ. There are no points, no high scores and no combos to string together. Instead of the traditional system of music creation where you stick together bars of samples like some kind of deranged sushi chef, you actually mix the beats just like the best DJs in Ibiza. The team at Relentless Software has assembled a fully-equipped DJ deck in 3D, and you can turn every knob and flip every switch to raise the roof on the party. Every component of a DJ setup is

there, including twin turntables, a loop machine and a Big Bertha mixer. Of course, every DJ needs a big box full of records to cut it up with, and there are over fifty diverse tracks from house beats to acapella vocals to mix with, and apparently a few big names to be announced amongst the artists signed for the project. For those suitably equipped with a USB headset, you can listen to the track you have cued and drop it in with beat-breaking precision. With a little practise, it becomes pretty easy to set one mix in motion, cue up another track and cross-fade into the next song, making for a seamless transition into one continuous mix. Once you've created your master work, you can save it to your memory card and take it to your mate's place to share your killer skills.

If you're finding the current library of loops falls short, you can feed parts of a track into the sampler to create your own loops and change feel of the mix entirely by modifying the sounds through an effects filter. While you're busy flipping discs, a smart interactive background mimics the mood of your tunes, from subtly grooving along to laidback acid jazz or pulsing frantically to high energy numbers. Prospective DJs can start dropping the phat tracks some time this September. **NO**

NBA BALLERS

Half the court = twice the fun?

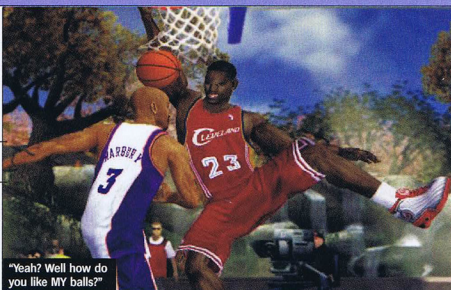
Take the game of basketball, and remove the dull elements – the passing, teamwork and strategy – and you'll arrive at what *NBA Ballers* aims to be. Coming from Midway, the masters of turning American sports into arcade action-fests, *Ballers* is no-holds-barred, one-on-one basketball that is already shaping up quite nicely to be one of the better sports games of the year.

In *NBA Ballers*, basketball is split into two minute rounds, with the goal being to reach 11 points first, and the winner of the game being the first to win two rounds. As there are only two players on court, the game takes place in one half of the court, with both players aiming for the same basket – just like in backyard basketball. Fouls are acceptable, and players have a host of both offensive and defensive moves to befuddle and overpower their opponents with. These moves aren't necessarily bound by the laws of physics or reality (or even basketball), and you will be able to bounce the ball through the opponent's legs, perform one-tvos with crowd members and bounce the ball off the head of your rival (our personal favourite).

The game will be packed with street basketball attitude too. In the story mode the character you create begins his rise to the top playing on the grittiest street courts against the roughest opposition. Thankfully, said opposition is slow, unskilled, and stupid, making your rise through the ranks just that little bit easier. As your character gains more skills and defeats stronger opponents, the quality of the courts and settings improves, and by competing in various competitions, you'll gradually be able to buy your way into the swanked-up world of NBA stars. In spite of the heights to which it soars, the game never loses sight of its street game roots, so be prepared for all the usual 'extreme' characterisations and hip-hop music.

NBA Ballers is already strong visually, with detailed character models that are accurate recreations of their real-life counterparts. Character customisation allows for a huge variety in size and shape, from the stubby bowling ball person to tall, lanky human elastic bands. The courts are nicely rendered without being distracting, and the game seems to move at a smooth, fluid pace. Perhaps because of this detail, the loading times are a little lengthy, but hopefully this will be rectified before release.

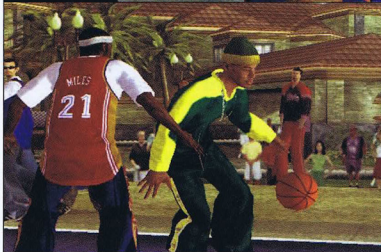
NBA Ballers looks to be a genuinely fun and frantic game that will provide a refreshing change from the endless waves of 'realistic' sports simulations. And if you needed any more reason to get your balls out, you'll be able to play basketball legends of all eras against each other to prove once and for all who's the champ. **B. MS**



"Yeah? Well how do you like MY balls?"



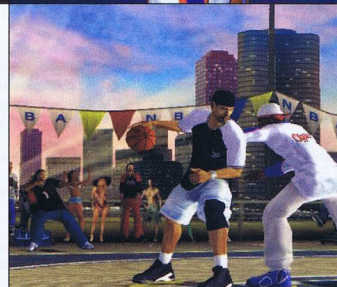
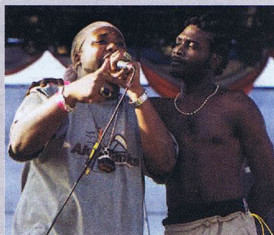
If only we all looked this good ...



"Talk to the hand..."

MUSIC TO BOUNCE TO!

Where would a street game with without an urban styled soundtrack? *NBA Ballers* bounces along to the likes of MC Supernatural, Jurassic 5 and Jax. The music may not be for everyone, and can get a little repetitive (if we hear "NBA Ballers we go ball out" one more time, we're going to start bawling ourselves), but it's impossible to say the music doesn't fit the flavour of the game perfectly.



HANDS-ON

PLAYERS: 1-2
DISTRIBUTOR: RED ANT
DEVELOPER: MIDWAY
WEBSITE: WWW.NBABLALLERS.COM
LAST SEEN: FIRST LOOK
RELEASE DATE: AUGUST

PERCENTAGE COMPLETE

70%

NBA BALLERS takes away the boring bits of basketball and leaves behind the furiously addictive fun stuff.



HANDS-ON

PLAYERS: 1
DISTRIBUTOR: UBISOFT
DEVELOPER: SQUARE-ENIX
WEBSITE: WWW.TRI-ACE.COM
LAST SEEN: FIRST LOOK
RELEASE DATE: OCTOBER

PERCENTAGE COMPLETE

STAR OCEAN: TILL THE END OF TIME isn't just a game - it's a lifetime commitment. Make sure you sign a pre-nup.



Don't try this one at home, kids!

STAR OCEAN

When you wish upon a star... you get all kinds of RPG craziness

Two things about RPGs really stand out from other genres. The first is the excessive soap opera-style dramatics that occur within the storyline. The second is the size of the games, and the crazy amount of time one has to put into them in order to get the most out of the experience.

If you're a fan of these things then, *Star Ocean: Till the End of Time* is going to be right up your alley. Quite possibly the biggest thing about this game is that it's well... big. So big that it requires two discs.

The story starts with protagonist Fayt Leingard and his family and childhood friend Sophia Esteed holidaying in an up-market resort on planet Hyda IV. It's sunny, there's a private beach, and Fayt can spend as much time as he wants at his favourite past-time - battle games. It all goes horribly wrong - what a surprise - when the planet is attacked by mysterious aliens. Separated from his parents, Fayt sets out on an angst-ridden mission to find them and the cause of the baffling attack.

Pretty standard RPG fare, right? Nothing new here? Thankfully not, thanks to its unique battle system. Unlike most RPGs, which utilize a turn-based battle system, *Star Ocean* is going all out with a fully three-dimensional real-

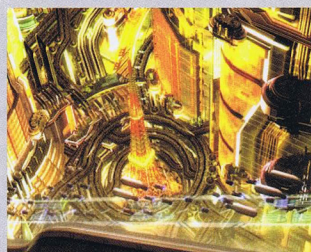
time system. Furthermore, by tapping the **LB** button, you can cycle through the playable characters in-battle without missing a beat, while the two characters you aren't currently controlling make use of the game's extensive AI to attack on their own. Fans of the *hack* games will also recognise the use of a command list to set the behaviour patterns of the attacking characters, so that they hang back and let you do most of the work, or attack like rabid tigers with no care for their own safety. Plus, there's no random battling, which means you can plan out your tactical moves.

Since the Square name is attached, you should expect some gosh-darn amazing scenery to boot, and a whole world [literally] of in-depth exploring to do. Plus, there'll be the usual range of spectacular CG cut-scenes, as well as the whiny girls and insensitive androgynous boy-characters, to help get across that feeling that you're in front of a playable fantasy version of *Passions*.

If you're feeling starved of some quality life-consuming role-playing, then it looks like this will be the game you've been waiting for. Be warned, though - there's well over 80 hours of standard gameplay on the cards, so it's definitely not for the faint-hearted. **A- MS**

OBSESSIVE-COMPULSIVE MUCH?

Part of the reason the game is going to be so large is the extensive collecting system. You will be able to acquire four costumes for each character in your party (good for when they don't want to run around in soggy togis) - totaling over 40 costumes - and, of course, more weapons than you can poke a stick at. Normally, this would be considered enough, but an epic game requires epic stuff-doing, which will see you running all over the galaxy to collect items and hire Creators for the Item Invention system. You want customisation? Oh, boy, are you ever going to get it.



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FOR EVERY ONE I KILL OF YOURS.
BUT EVEN AT THOSE ODDS,
YOU WILL LOSE AND I WILL WIN."
HO CHI MINH - 1940S**



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PlayStation 2



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HANDS-ON

PLAYERS: 1

DISTRIBUTOR: SCEA

DEVELOPER: ATOMIC PLANET

WEBSITE: WWW.ATOMIC-PLANET.COM

LAST SEEN: FIRST LOOK

RELEASE DATE: SEPTEMBER

PERCENTAGE COMPLETE

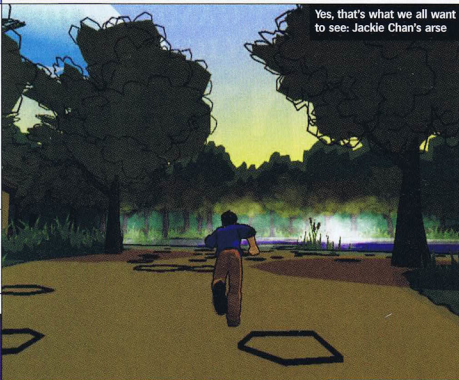
50%

JACKIE CHAN ADVENTURES

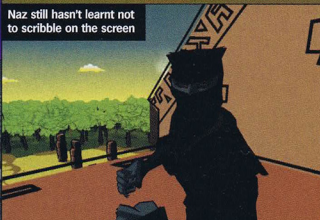
is going to need open-heart surgery between now and its September release if it's going to be a knockout.



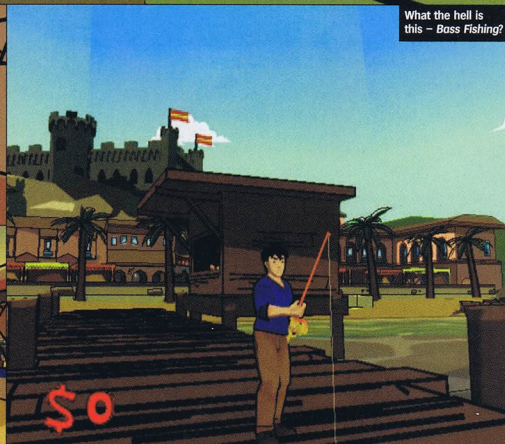
Watch out! It's the Giant Novelty Hand of Dooom!!!



Yes, that's what we all want to see: Jackie Chan's arse



Naz still hasn't learnt not to scribble on the screen



What the hell is this - Bass Fishing?

THIRD-PERSON ACTION

JACKIE CHAN ADVENTURES

More like MISadventures...

Everybody loves Jackie Chan. If there was a scale of dudeliness, he'd be right up there with all the other dudes. And the licensed cartoon bearing his name, *Jackie Chan Adventures*, isn't too shabby either.

Unfortunately, the game of the same title, being based on the cartoon, and being the first game on the PS2 to have an official Jackie Chan license, is looking like it may not have enough muscle to break out of the game's shrink wrap, let alone punch its way past all the other beat 'em ups already available.

The story concept, for those who aren't familiar with the animated series, is the same as in the cartoon. Jackie Chan is an expert in ancient artifacts, and a special agent for the government's secret Section 13. His job is to travel the globe, tracking down holy talismans and fighting the Chinese demons.

The game will see Jackie, accompanied by his apprentice and eleven-year-old niece Jade, tracking down the 12 talismans that will allow him to defeat the demon Shendu. However, also after the talismans on behalf of the demons will be the ninja group known as the Dark Hand. You see, each talisman will give Jackie new fighting abilities, but if Shendu gets his hands on

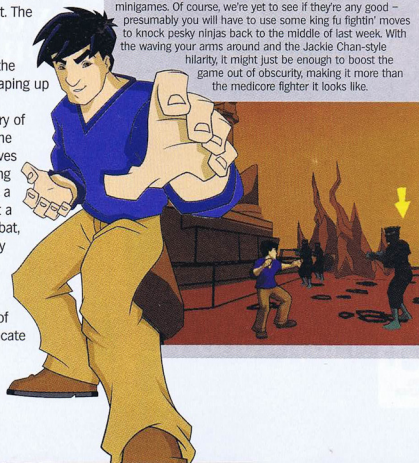
them, he will have enough power to take over the world. Though why he'd want it is anyone's guess. Maybe he has appalling taste in scenery. In what could be the worst implementation of cel-shading ever, the colours are little more than blocks of bright, putrid paint. The complete lack of any detail whatsoever almost sends you to sleep.

And if the graphics don't have you snoring, the gameplay almost certainly will. The action is shaping up to be so sluggish it seems like you're playing in constant Bullet Time, and makes a total mockery of Jackie Chan's fluid and graceful fighting style. The combat looks clunky and awkward and the moves don't chain together smoothly at all, so executing any of Jackie Chan's signature moves becomes a massive chore. Plus, you'd expect that you'd get a chance to indulge in a bit of one-on-three combat, but the enemy AI is backward at best – the dirty hippies only attack one at a time.

That leaves quite a few kinks to be ironed out, but it really isn't looking very promising at all. If you're holding your breath in anticipation of this game, let it out – you're quite likely to suffocate if you don't. **A- MS**

USE YOUR EYE(TOY)

One of the defining characteristics of Jackie Chan is his offbeat humour – which makes a Jackie Chan game the perfect vehicle for a bit of EyeToy action. Interspersed throughout the levels of *Jackie Chan Adventures* will be EyeToy compatible minigames. Of course, we're yet to see if they're any good – presumably you will have to use some king fu fighter' moves to knock pesky ninjas back to the middle of last week. With the waving your arms around and the Jackie Chan-style hilarity, it might just be enough to boost the game out of obscurity, making it more than the mediocre fighter it looks like.



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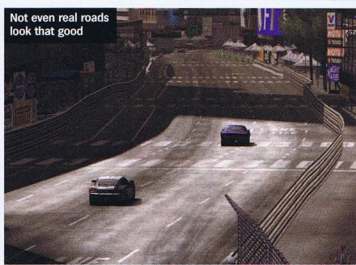
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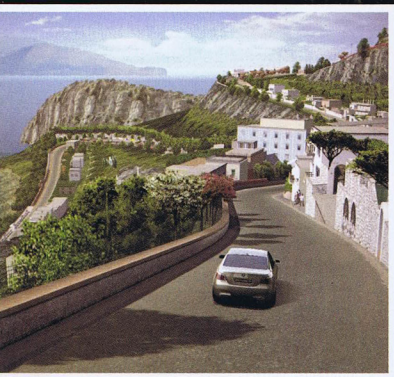


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WORDS: LUKE REILLY



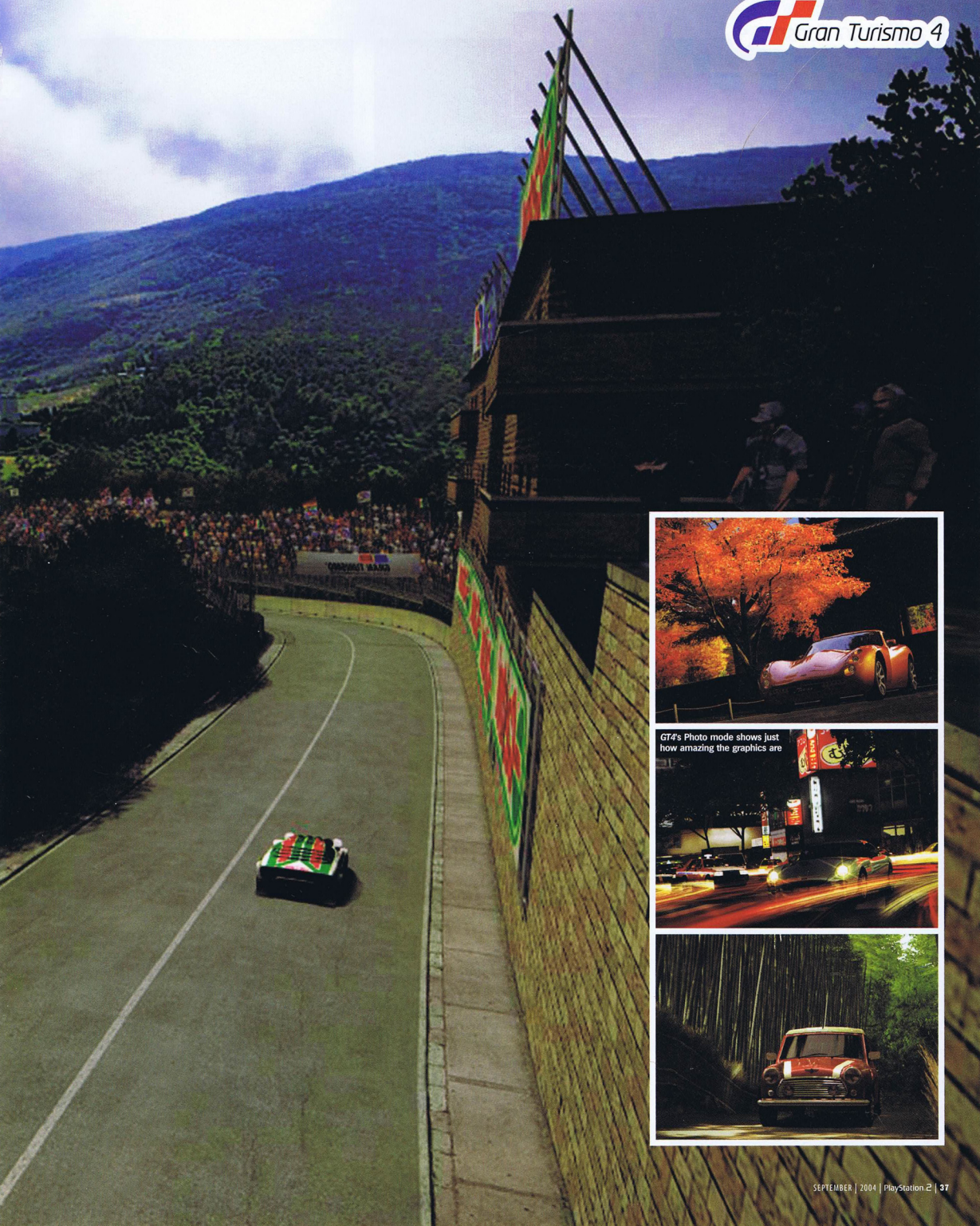
The Return of the King



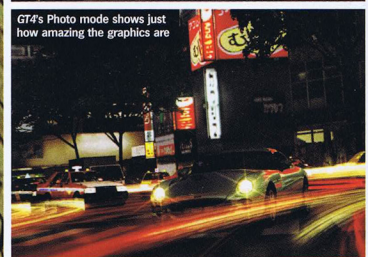
Prepare to grovel over racing royalty

The *Gran Turismo* series may not have set out to revolutionise the driving genre but, regardless of its intentions, it has. Since its debut in 1997 the franchise has moved well over 35 million copies and has firmly entrenched itself into videogame history, arguably as the racing sim to rule all racing sims. *Gran Turismo* is a yardstick against which all other driving games are measured – it's almost untouchable. How many times have you booted up a sub-par racer only to be disappointed because it doesn't feel like *GT*? And if the crew at *OPS2* Towers had a dollar for every time we've wondered how developers think they can get away with a roster of 20 or so cars when *GT*'s car range is consistently in triple digits, we'd probably have about 27 bucks. But onto the topic at hand...

For those who've been spending the time since *Gran Turismo 3: A-spec* wading through your local games store searching for another great racing sim, you'd know it's sometimes like trying to find a needle in a stack of needles. Come November, you'll be searching no more, we assure you. For those of you who've decided *GT3* is looking less grand after playing it for over two years, for those of you who are burned out on *Burnout*, and for those of you who have felt the *Need for Speed* and quenched it. →

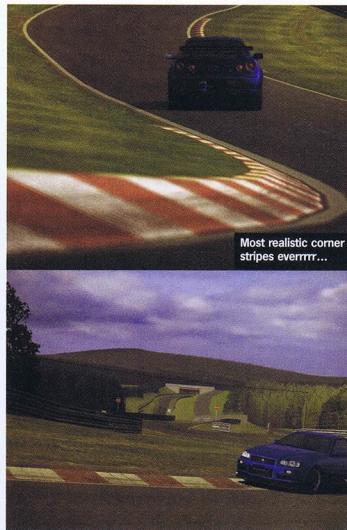


GT4's Photo mode shows just how amazing the graphics are





It's a lonely life in first place



Most realistic corner stripes everrrrr...

DRIVING AMBITION

We know that *GT4* will fly off shelves quicker than Paris Hilton's clothes after a few drinks and an ear nibble, but as tempting as it was to fill the next few pages with highlights from Richie's wedding, we figured a massive feature for a massive game would be the safer option for everyone involved. Our devotion to you lot meant we did have to go all the way to Los Angeles to see just how *GT4* was shaping up, but hey – somebody's gotta do it.

We wouldn't be telling you anything you didn't already know if we said it looks absolutely fabulous. Not in an annoying British television sort of way – the kind of fabulous where you might need to blink every now and then to remind yourself this is a videogame, and not real life. *OPS2* is surprised the PS2 doesn't spontaneously combust as it pumps out the gorgeous graphics and sublime gameplay of *GT4*. The cars are crisp and the environments breathtaking. The attention to detail is staggering; from massive vistas in the background to the thick crowds that back off the rally stages as you approach, down to the intricately modelled headlights on every car. Polyphony Digital has opened up all the stops and squeezed everything possible out of the humble PS2. This really is as good as PS2 games get, and you'd be hard pressed to find a better-looking game.

"With the extensive amount of detail and realism that is sure

to provide hours of endless entertainment, *Gran Turismo 4* is much more than a game; it is a unique one-stop shop for automotive and racing enthusiasts," said Sony Computer Entertainment America's director of product marketing, Ami Blaire. "With its broad appeal and strong entertainment value, we believe that *Gran Turismo 4* should be a staple in every gamer's PlayStation 2 software library."

The version of *GT4* we saw showcased a variety of new additions, some big, some small, but all of which were impressive. For one, there were 253 cars available. Most games would be happy with one fifth of that, but of course 253 is only half of *GT4*'s garage. We can expect over 500 vehicles to make the cut in *GT4*, spanning the entire history of motoring, from historic heaps to classic sports cars and soccer-mum mobiles to state-of-the-art speed machines. The disappointment we all felt when used cars were dropped from *GT3* will be forgotten, as pre-loved vehicles bust their way back into the series. The oldest car in the game is from over a century ago, crafted by Gustav Daimler in 1886. That's a long time ago in anyone's books. We don't imagine it'll stack up well against a brand new RX-8, and we don't want to be presumptuous, but a stage four turbo kit in a 118-

The Long and Winding Road

Tough name – tougher track



Out of all the new information revealed about Polyphony Digital's new beast, the inclusion of the Nurburgring Nordschleife was one of the most tantalising. Sure, there's still more than 40 tracks that nobody's even seen yet but there's something special about the Nordschleife that even some self-confessed gear-heads don't know – it's over 20 kilometres long. 20.8km if you want to be precise. That's about three and a half times around Bathurst, and the layout is widely regarded as one of the most challenging circuits in the world. You might have to get a relative to pick up your mail for you while you tackle this fiend. Opened in 1927 the Nurburgring Nordschleife (go on, say it) wound its way around four villages and was watched over by the ruins of Schloss Nurburg, a 12th Century fortress. It has 172 corners (84 right, 88 left), each with a different radius, camber and gradient. It was designed to showcase German engineering supremacy by pushing man and machine to the absolute limit. Yamauchi has always wanted to include this in *Gran Turismo* but that hasn't been possible until now. The dedication to realism means the track in *GT4* has been modelled to within 15 millimetres of its real-life counterpart. According to Yamauchi, a Nissan test driver drove around the Nordschleife in *GT4* in a Skyline GT-R34, and did it within five seconds of his actual lap time on the actual track in the same car. Now that's impressive. A little anal, but very impressive.

"GT4 WILL FLY OFF SHELVES QUICKER THAN PARIS HILTON'S CLOTHES AFTER A FEW DRINKS AND AN EAR NIBBLE"



Hey, look, it's that level from *Onimusha 3*!



fun,
anyone?
PlayStation.2

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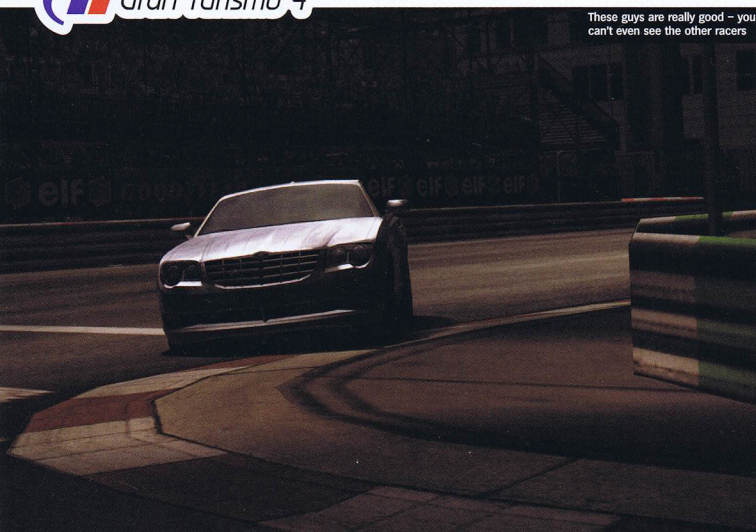


* **PLAYED BY FORMULA ONE™ DRIVERS**

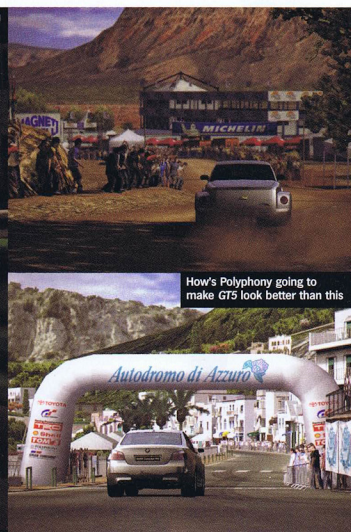
THE GAME FORMULA ONE DRIVERS PRACTISE WITH. EVERY DRIVER, TRACK AND CAR FROM THE 2004 SEASON. ONLY ON PLAYSTATION®2.



WWW.PS2-F104.COM



These guys are really good – you can't even see the other racers



How's Polyphony going to make GT5 look better than this

→ year old car is probably out of the question. Nevertheless, the amount of ground *GT4* will cover will no doubt make it the most comprehensive driving simulator ever created.

TOO HOT TO HANDLE

Those of you that have already played Prologue will know that the handling and physics in *GT4* have been given a major tune up. The *Gran Turismo* series has always prided itself on being the most faithful recreation of real driving in gaming, but this is the most realistic handling yet. As *OPS2* tinkered under the hood we found Polyphony's brand new physics engine to be a huge improvement. Weight shifting has been included in the series before, but the suspension in *GT4* has been fine-tuned so the feeling of authenticity is especially vivid. Cars sway and lurch as you throw them into corners and correcting your steering too sharply on a straight can spin you out.

The cars in *Gran Turismo* have always felt great to drive, but this time around a Viper really feels like the hulking heavy bastard it is, while Toyota's half-petrol, half-electric Prius feels like a kitchen sponge with wheels. The handling is now extremely sensitive to car position, and turning off the driving aids means you're in for a real challenge. Dive on the brakes and you'll instantly feel the increased traction on the front wheels as the car lurches

forward, and dump the accelerator in a rear-wheel drive car and you'll have the turning capacity of a whale on a skateboard. *GT* veterans won't have any trouble adjusting to the new physics model, but Polyphony Digital has taken giant strides. The characteristics of every car are programmed so that they handle almost identically to their real-life counterparts, and take into account weight, speed, wind, friction and more. Polyphony boss Yamauchi believes the driving in *GT4* is so realistic it will make you a better driver in real life by teaching you how to sense and respect the limits of a car.

HAPPY SNAPS

One of the most interesting additions to *GT4* is the Photo mode. Quite simply, it allows you to take any of the 500 or so vehicles in the game, place them in a desired location and snap away. Sounds boring? It's actually quite addictive, and chances are you'll be shouting "yeah baby, you're a lemur!" at your TV set in no time. Or maybe not.

At any rate, there are 16 environments from around the globe specially created for photo mode, like the bustling

"POLYPHONY BELIEVES THE DRIVING IN GT4 IS SO RELISTIC IT WILL MAKE YOU A BETTER DRIVER IN REAL LIFE"

Gran Turismo 101



1997 - GRAN TURISMO

Gran Turismo appears on the original PlayStation. Millions of husbands, brothers and sons find a new reason to spend more time at home, and racing games are forever redefined. Wins the first BAFTA award for achievement in programming. The brand new DualShock controller means precision control is easy with the analogue stick.



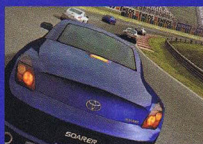
1999 - GRAN TURISMO 2

Gran Turismo 2 launches. A jaw-dropping 600+ cars have been stuffed into it from 30 different companies, which means there are probably about 550 cars in it you'll never have time to drive! Rally stages are introduced and are warmly received, and Polyphony rewards fans by letting them transfer their original *GT* licences into *GT2*.



2001 - GRAN TURISMO 3: A-SPEC

Originally slated as a launch title, it took *Gran Turismo 3: A-Spec* an extra six months to arrive, but it was well worth it. An all-new engine delivers a great driving experience, and the graphics are truly a sight to behold. Used cars are missing in action, but it's still the best racer available on any system. *GT3* uses the DualShock 2's analogue buttons.



2002 - GRAN TURISMO CONCEPT

This pruned version of *GT3* which includes only five tracks and a bunch of wacky cars from the Tokyo Motor Show is an acquired taste. The pick-up-and-play arcade style doesn't really suit a franchise that had put so much emphasis on simulation. And only five tracks means it's a little short-lived.

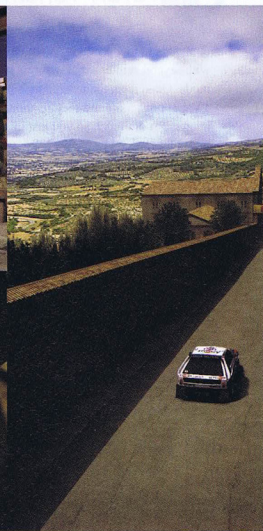


2004 - GRAN TURISMO 4: PROLOGUE

Destined to confuse ignorant gamers for at least the next few months (not you – the ones that don't read), *Prologue* is a teaser designed to showcase the new engine in *GT4*, and a tiny selection of vehicles and tracks we can expect. The driving school will set you up well for *GT4*'s arrival later this year.



You have to feel sorry for the guys making other racing sims



Shibuya in Japan or the slightly more picturesque Piazza San Marco in Italy. You can also use any of the 50+ tracks as backdrops as well. Once you've chosen the location for your photo shoot you'll need to position both the car and the camera. At this point there will be two windows on screen; the left one is an overhead view of the area and allows you to move the car and camera into place while the right one shows you the view through the camera's lens. There's a swag of tools to use to get the picture just right, and no doubt perfectionists will be kept quite busy. You'll be able to pan and zoom, raise, lower and tilt the camera to your heart's content before capturing your own little Kodak

moment. For the extra-creative types, there'll also be special touches like the ability to blur the background, and select different lenses and filters, or take the photograph in black and white. Apparently Yamauchi is keen as mustard when it comes to photography, and taking into account his lifelong love affair with cars, taking photos of cars seems to be best of both worlds.

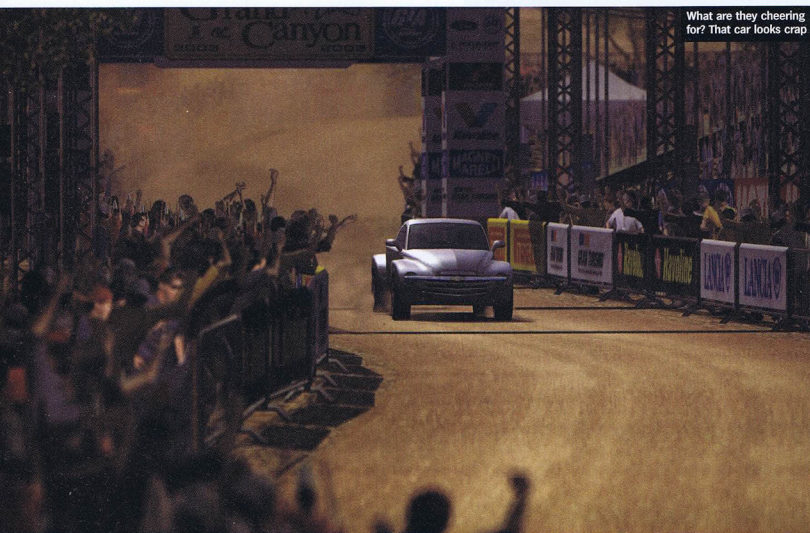
After you take a photo the image is rendered and presented on screen in high resolution. The file size before any rendering is quite small so you'll be able to trade them around, and the photos you have can be viewed as a slideshow on your TV, or can be printed off on

The Man behind the Gran

The tale of a true petrol-head



Kazunori Yamauchi has had a fascination with cars since he was three years old. Growing up in the city of Kashiwa, Japan, Yamauchi eventually got over his initial desire to be an astronaut and began building the original concept of *Gran Turismo* when he was just 15 years old. During his university years, Yamauchi concentrated on graphic design and had a number of part-time stints preparing presentation materials for various car manufacturers. His career in the gaming industry began in 1993, the same year that Sony Computer Entertainment was formed. At this time Yamauchi was busy creating games for the original PlayStation console which was to be released the following year. He created *MotorToon Grand Prix* (1994) and *MotorToon Grand Prix 2* (1996) before making history with the foundations of the *Gran Turismo* franchise in 1997. Almost 10 years ago, Yamauchi began the *Gran Turismo* franchise with a mere four people. Today, he is President of Polyphony Digital, a dedicated team of more than 70 programmers, designers, artists and others. Yamauchi is also the Senior Vice President of Sony Computer Entertainment Inc. He sounds like a busy guy but he always seems to have time to take a quick spin around the Motegi Twin Ring racetrack just outside Tokyo. Thing is, we don't know how he can choose which car to take, since his personal stable includes a Mitsubishi Lancer Evolution V, a Honda S2000, a Porsche GT3, a Nissan 350Z, and a Mercedes AMG SL55. And as busy as he was at E3 this year, he still had time to order a brand new Ford GT. We were wondering why he looked a little chuffed...



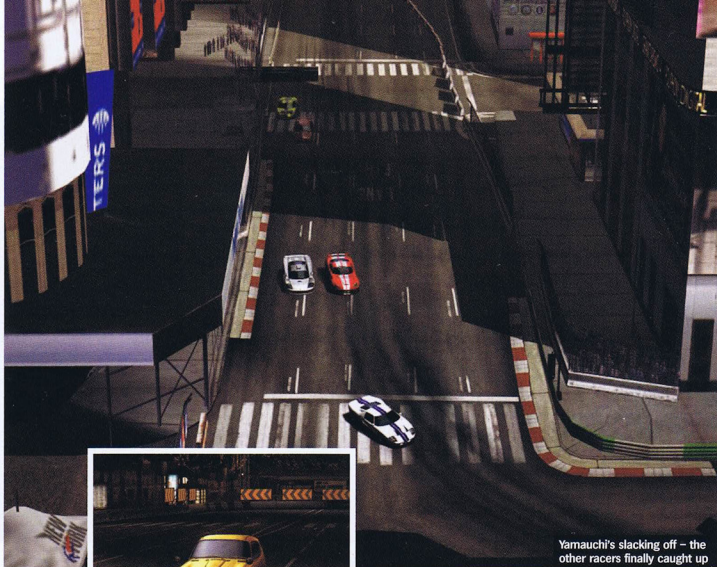
What are they cheering for? That car looks crap

→ compatible USB printers. As we write this Sony is dealing with several printer manufacturers regarding *GT4*'s Photo mode. On-screen, the resolution is limited to that of your TV, but print it off and they're about as realistic as digital images get. So much so you just might be able to fool your mates into believing you've just bought a brand new BMW. Whether or not you can fool them into believing you took it to Italy to take the picture of it is a different story.

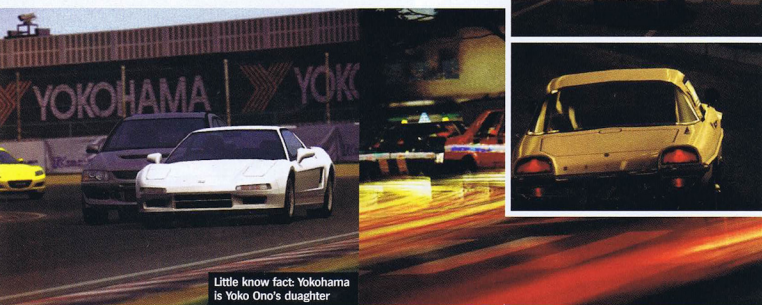
Another feature that Yamauchi was super-eager to show off was a number of small human additions, like fully animated drivers behind the wheel and crowds that have evolved from paper-thin cut-outs to full 3D models. The best thing about this is that if you've got a convertible, you'll be able to do a Shannon Noll and put the top down on your big, black shiny car. Now, that's what I'm talking about. The realistic figure is decked out in an Arai helmet and racing suit, steers fluidly and leans into the G-forces on each corner. Features like these are like Mini M&Ms in a tub of YoGo; you don't really need them, but they're hugely appreciated once they're in there.

ON THE MENU

We've already mentioned there are over 500 cars in the



Yamauchi's slacking off – the other racers finally caught up

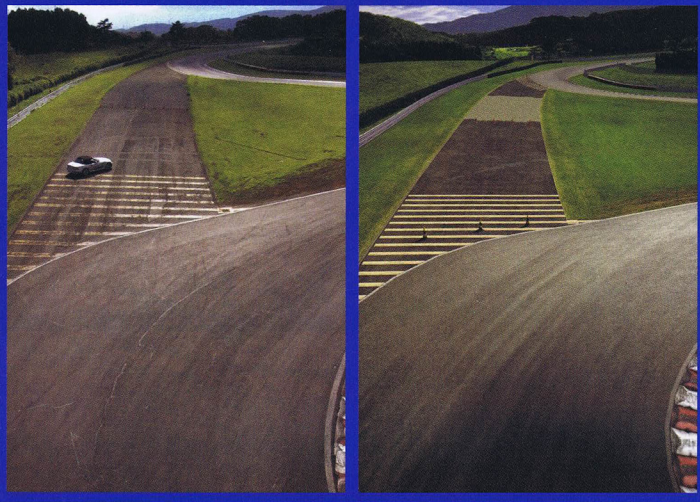


Little know fact: Yokohama is Yoko Ono's daughter

Double Take

Spot the difference between the photo and the *GT4* screen

We know Yamauchi lives for realism, but somebody has to get this guy out more. Some of the tracks in *GT4* are so close to real thing it's downright scary. By the way, the screenshot is the one on the right...



game, and from what we saw, Yamauchi and his hard-working team at Polyphony have set up an easily navigable interface so selecting a vehicle from your stable shouldn't be a pain in the proverbial arse. Not only will you be able to sort your cars under manufacturer and class, you'll now be able to create your own list of faves. With new, used and historic cars to choose from, there'll be a machine for everybody's taste buried in *GT4*'s rich, syrupy goodness.

The arcade mode lets you peruse four menus when choosing a car. The first organises them by make and model, the second is your favourites list, the third is called 'Unveiled' and shows your most recently earned cars and the last – and by far the coolest – is the timeline menu, which groups vehicles by era and region.

GT4's ace in the hole is its online play via the Network Adapter. Not much has surfaced about the Online component of the game, but it includes six-player head-to-head racing, chat functionality and menus that will allow players to build online communities to interact and discuss automotive topics with or just trash talk to.

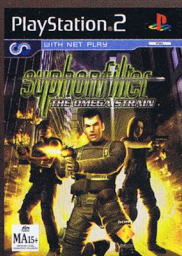
Although we were able to learn plenty about Polyphony's monster there's still plenty we're yet to lay our hands on. There's another 250 cars we haven't seen yet, over 40 tracks, a mysterious drift competition and the full specs of the main GT mode to explore. There's plenty more to find out about *GT4*, so make sure you keep both eyes on *OPS2* and the road ahead. **A**

This is what the Harbour Bridge would look like if it had to walk through a metal detector





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PlayStation 2

HACK
DOT.COM

Vatic can hack into many of the computers in the game to unlock doors, gather info and suss out the area ahead.

OPEN YOUR MIND

Repeat after us 'This is the best game you've ever seen...'

I imagine this: you wake up in a strange room, strapped to the bed, shaved bald, badly wounded and you have absolutely no idea how you got there. Not only that, you have absolutely no idea who you even are, and you're equally clueless about how you're going to get out. One of our esteemed writers at *OPS2 Towers* had an experience like this once when he destroyed himself on Fruity Lexia one Friday night and went home with a shy librarian from the wrong side of the tracks.

Coincidentally, this is also the opening sequence to Free Radical's new shooter *Second Sight*, just without the cask wine and the leather-clad librarian.

Free Radical is certainly no stranger when it comes to quality. No doubt at least a handful of you out there have probably spent the odd week recovering from one too many tequila and *TimeSplitters* weekends. It's little wonder why *Second Sight* has come out of nowhere to become one of the most anticipated titles of the year.

START
TALKING

If any of the guards aren't feeling talkative you can loosen their tongues by tossing a few computer monitors in their direction.

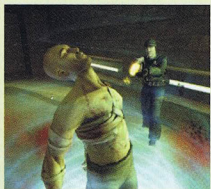
Brain Stew

"I want you to go across the street and get me some orange sherbet." Vattic's extensive mental arsenal should be more than a match for these hired goons. Here's a taste



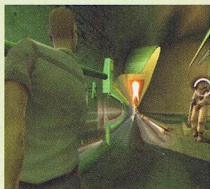
Telekinesis

Vattic starts off with the ability to shift small items, flick switches and change the time on clocks. As he refines his power he'll be able to smack his enemies against the wall like soggy newspapers. That's got to hurt!



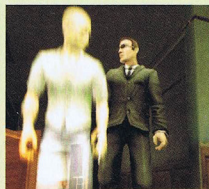
Heal

In the best example of mind over matter we've ever heard of, Vattic can use his psychic powers to totally heal himself. Don't try this at home, concentrating on a wound won't fix it. That's what Band-Aids and rum are for.



Psych-Blast

By charging up his stored psychic energy Vattic can release a shockwave that will knock opponents to the ground, complete with an uber-cool wave effect. Ed says he has a similar experience when he adds guarana to his coffee.



Charm

Vattic also has a Jedi-esque ability to convince enemies he's not really there. They'll continue about their day and completely ignore you. No word on whether we can stroll into the women's shower unnoticed yet.



Projection

Vattic can project himself outside his physical form and use his 'ghost' to possess other characters, so you can take control of their actions. Stop hitting yourself, stop hitting yourself, stop hitting yourself. You get the picture.

Just sharing the same stable with the venerable *TimeSplitters* and *TimeSplitters 2*, two of the PS2's premier shooters, should be more than enough to raise even the most fickle of eyebrows. If it isn't, we don't know what is.

The first moments of *Second Sight* see you wheeled down a sterile corridor by two guards, and as you swim in and out of focus you're treated to a number of intriguing but confusing clues about who you are. One of them mentions you're a psycho killer, while the other mentions your past is classified. Before much else is revealed a suitably evil-looking masked doctor doses you up and you drift away. The next thing you know, you're locked in a room, strapped down with no visible means of escape. Suddenly, your back arches, you twist and turn on the bed and a strange force snaps your restraints. Now you're in the game.

You're certainly not in the best shape at this stage; in fact you look a little like a guy who just told Steven Seagal

that *Half Past Dead* sucked. At any rate, you manage to limp to the door of your isolation chamber to find it locked by a mechanism on the other side. Surely it would take a magician to get out. Or a weird bald dude with paranormal psychic abilities. Wait a minute, you are a weird bald dude with paranormal psychic abilities!

MIND OVER MATTER

Second Sight is far from your usual game. Sure, Sam Fisher is a sneaky little nut who's good with a pistol but can he pick up a TV and throw it across a room with his mind? And Lara Croft may be spunky and athletic, but even she can't toss a guy out of a window just by thinking about it. The fact that abilities like these haven't been seen much before is what makes *Second Sight* so damn appealing. Just think of what you'd be able to do with unrestrained psychic

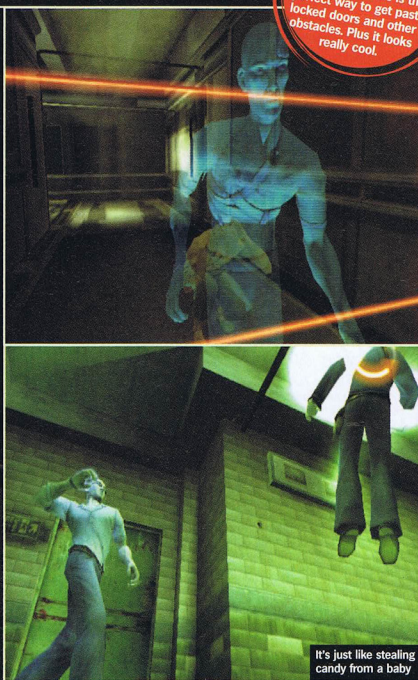
powers. Meeting people at the pub would be so much easier if you could actually tell them you're the greatest person on Earth and coerce them into believing it. You'd never lose a game of pool because you can use telekinesis to sink every ball. Narayan could levitate his Burger King back to the office without having to leave his computer, or at the least "persuade" them to give him a free upsized. And Richie could brainwash developers around the world to devote themselves to only creating great soccer games. The possibilities are endless, and with this in mind, Free Radical is aiming to deliver.

The lead character is called John Vattic, a man who at the start of the game we know nothing about. We aren't even given his name until he discovers it on his wristband. His story will be revealed over

NOW YOU SEE HIM... Using Vattic's ability to walk through walls is the perfect way to get past locked doors and other obstacles. Plus it looks really cool.



Vattic picks girls up on the rebound... from padded walls



It's just like stealing candy from a baby

→ the game, which has a kind of dual narrative structure. There are two timelines in the game, one before and one after Vattic has his super powers. You'll play as John in the present, struggling to find out about your past and how you came to be where you are, but you're constantly haunted by flashbacks which occur as fully playable episodes in the game. Each of these flashbacks reveals fresh clues about his current situation. We can't really reveal too much, but suffice to say it seems the gameplay will be robust and varied as it weaves John's stories together. We do know that your actions in the past can influence the present, and there may be consequences in the future for things you did in the past. There'll be a level of interaction with the story not often seen, so much so that you'll be constantly re-evaluating how you came to be in this state. You may even find that people you discover have died in the past can be saved in your flashbacks to reappear in the present. Spooky. If you're the type of person who gets confused by the last five minutes of *Back to the Future* we advise you to think twice.

PSYCHED

Vattic's psychic abilities aren't just sugar coating, they're well implemented and damn impressive. *Second Sight* may look a lot like its *TimeSplitters* brethren, but after you pick up your first chair you'll forget all about the similarities. Vattic is blessed (or burdened) with a number of special abilities, each flashy in its own right (see Brain Stew). Vattic discovers each of his abilities over the course of the opening few levels, and each increases in power over the duration of the game. When you begin you may only be able to toss a few keyboards and garbage bins around. This might scare few guards, but David Copperfield can make the Statue of Liberty disappear so you won't frighten them forever with floating furniture. However, as your awareness increases your powers will develop and soon you'll be bouncing guards off the walls, smearing them on the roof or hurling them out the window like unwanted Cabbage Patch dolls. Your psychic powers are displayed as a meter beside your health bar, which slowly drains with use but replenishes over time. With fresh gaming ideas rarer than attractive female golfers these days, it's really encouraging to find a game that tests new waters and has a few unique touches.

ARMED AND MENTALLY UNSTABLE

Vattic won't always have to rely on mind power to get by though, because you'll also be able to let your trigger finger do the talking. The targeting system is a lot like the one EA used in its latest James Bond outing, *Everything or Nothing*. Once you've locked on you can fine-tune your aim with the

RIOT GEAR

If enemies are firing guns on you from a distance it's possible to levitate a desk in front of you for cover while you advance on them.

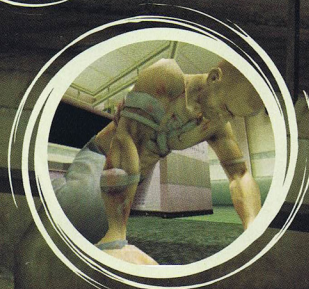


Astral jogging – it makes for a healthy mind

right analogue stick before pressing **BB** to fire. Free Radical ought to be commended because it's a great system and the soft adjust works really well. There'll be around 13 weapons in *Second Sight*'s arsenal including the seminal assault rifle and sniper rifle. When using the sniper rifle you'll get a sight in the bottom right hand corner of the screen and it works in the same way as the lock-on targeting system. Once the enemy is in the reticule you can use your fine adjust to target any part of the unfortunate goon. Preferably the head, but hey, it's your choice. That said, the hardware is not the focus. Especially when Vattic is a far more powerful weapon than any firearm.

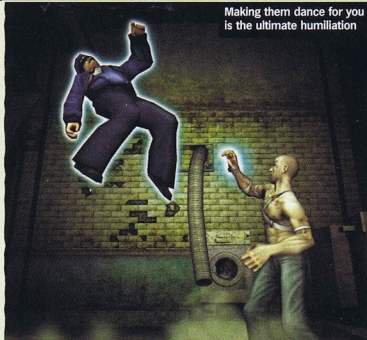
FREE YOUR MIND

Another great thing about *Second Sight* is that it will cater for a variety of different play types. You can either go in balls first filling anything with a pulse with lead, adopt a sneaky-shoes ninja approach, use your special psychic abilities to their full potential or create a mixture of all three. The choice will be yours. Multiple ways of tackling even them simplest of tasks make for a satisfying experience as you can approach problems your own particular way. Say there's two guards at the end of a



Mind the opposition

Free Radical Design may be taking shooters in a new direction with *Second Sight*'s amazing new psychic abilities, but it certainly isn't doing it alone. Midway's *Psi-Ops: The Mindgate Conspiracy* (reviewed on page 64) is a similarly psychically-endowed third-person shooter. While the execution differs somewhat, the concepts are uncannily similar and the controls are almost identical. *Psi-Ops* offers up a healthy serve of top notch action and it has the advantage of being the first cab off the rank, but Free Radical's heritage and the stellar gameplay we've seen so far ensures that *Second Sight* will be a winner too. You decide though, our brains are hurting just trying to think about both games in the one sentence. The truth is out there!




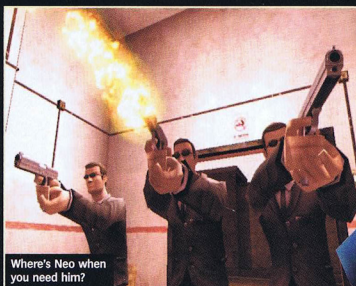
Making them dance for you is the ultimate humiliation

corridor. You could cap them both in the head with your trusty sidearm and no one would think any less of you. You could dazzle them with a floating table before hurling it at them, knocking them out. You could charm them into believing you're not really there and nonchalantly strut past them. Or you could always project yourself out of your body, take control of one of the guards and promptly dispatch the other poor sod with a hail of unexpected bullets. Find a creative way for the remaining guard to top himself and Robert's your mother's brother. Problem solved, let's move on. The amount of choice you'll have on hand should set a new standard for stealth gaming.

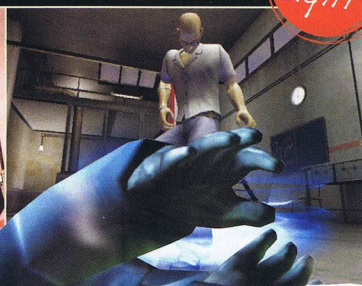
The visuals are already a treat and the character models are typically top notch. Vattic's psychic displays are accompanied by spunky blue lightning effects and his Psi-Blast gently warps the surrounding environment like a black hole. The shift to a third-person view as opposed to the traditional *TimeSplitters* first-person view could have been a disaster for the Free Radical lads but they've done it nicely. *Second Sight* uses a mix of fixed and roving cameras to keep you in the action, and you can temporarily switch to first-person if you need to. A little more camera control wouldn't go astray but there's still lots of time left.

In other words, we certainly can't criticise *Second Sight* for lacking any vision, even with a few months of development to go. And although *Second Sight* is relatively

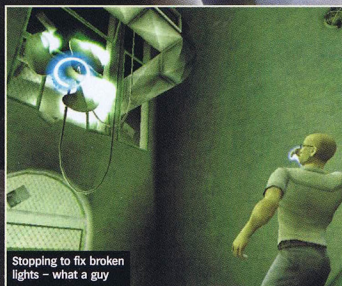
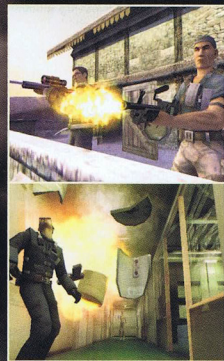
self-contained, Free Radical hasn't ruled out aiming for a new franchise. Sure it came out of virtually nowhere, but so have plenty of instant classics. Trust us, you'll go mental for this game. 



Where's Neo when you need him?



EXTRA PUNISHMENT
Once you've levitated some poor bloke like this you can bash him against a wall, toss him out the window or just carry him around as a shield.

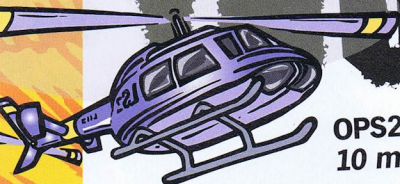


Stopping to fix broken lights - what a guy



The trusty old sniper rifle never goes out of style

THE TIME OF YOUR LIFE



OPS2 takes a stroll down memory lane to relive the 10 most amazing Playstation 2 moments thus far

Some people would list moments like the day they got married, the view of Australia from Mt Kosciuszko or the feeling they got when they jumped out of an aeroplane as unforgettable moments. But to a gamer, it's events like blowing up their first helicopter in *GTA3*, cruising around the Grand Canyon in *Gran Turismo 4: Prologue* or using the *Tomb Raider* nude cheat for the first time that are truly unforgettable. While they're all beautiful moments, *OPS2* has scoured through its gaming memories to bring you those brain-busting moments that define PlayStation 2 and make it the world's greatest gaming machine!

1. METAL GEAR SOLID 2: SONS OF LIBERTY

Event: The battle against the Metal Gear Rays
What makes it memorable: A fight with one Metal Gear is a cool moment, but a battle against 30 Metal Gears can only be described as awesome! After finding out you're in some kind of wacky computer program, you're forced to take on about 30 Metal Gear Rays, three at a time. But

if you think that because you're in a program that you can't get hurt, think again. These Metal Gears will whoop your ass if you don't jump around like you're doing a gymnastics routine. What makes it even trickier is that while doing the gymnastics you have to fire missiles. While this moment would have been sweeter if you were using Snake, you still feel a rush like nothing else.

2. SSX 3

Event: Linking one combo from the top of Peak 3 to the bottom of Peak 1
What makes it memorable: Pulling off a combo doesn't sound like anything memorable but when this combo lasts for 30 minutes straight, it's definitely something you'll never forget. Linking combos in *SSX 3* does take some practise, especially when Peak 3 feels like you're snowboarding in a tornado. Peak 2 is no picnic on Hanging Rock either, and will definitely keep you challenged until you hit Peak 1. From there it's smooth sailing all the way to the lodge where you can brag to all the ski bunnies about what you've just pulled off.

3. FINAL FANTASY X

Event: The love scene between Tidus and Yuna

What makes it memorable: Somehow Square managed to pull this scene off with more emotion than most Hollywood romantic comedies. Persistent Tidus had had his eye on the beautiful Yuna since the day they met. But it was one fateful night, while Yuna was deciding whether she could

GAMING PERFECTION

There should be a PS2 game with *Burnout 3's* crashes, *Medal of Honor's* warfare and girls as cute as Lara Croft. C'mon developers.



continue on the quest that Tidus made his move. And just like romantic comedies, the screen fades to black before we get to the really good stuff, but it's more than enough to remind us why Square is the master of RPGs.

4. NEED FOR SPEED UNDERGROUND

Event: Unlocking a Level 3 nitro and kissing the road goodbye as you melt into the seat

What makes it memorable: If you've watched movies like *Star Wars* and wanted to feel what warp speed was like, then this is the closest you're going to get. After getting a taste of nitrous oxide when unlocking Level 1 and Level 2 nitros, you quickly get a taste for the happy gas and do anything possible to get that final hit. Once you finally unlock Level 3 you'll be left with a grin that puts The Joker's to shame. Now all you need to do is sit back, press L1 and watch that screen shudder as you hit 200 kmph.

5. DEVIL MAY CRY

Event: Boss battle against Mundus

What makes it memorable: If you were to look Mundus in the eye in real life you would be standing on top of Centre Point Tower. The classic David Vs Goliath type battle is the icing on the cake of one of the greatest action titles on the PS2. The first part of the boss fight takes place in the air where you'll seem like a fly buzzing around Mundus' face, desperately trying to avoid getting squashed. The second section then moves to the ground where you'll seem like an ant trying to not to be stepped on. To quote Dante, "I think we have a winner."

6. PRINCE OF PERSIA

Event: Getting the Dagger of Time

What makes it memorable: We've already mentioned this baby plenty of times but we can't stress it enough; the

Dagger of Time is the greatest object ever invented in gaming history. Rewind time to save yourself from death, freeze the enemies around you so it's easier to kick their ass and turn anything and everything into dust. But the greatest use of the Dagger of Time is when the Prince uses it in the final scene with Farah. At the end of the game the Prince kisses Farah, who then pushes him away. Realising his mistake, the Prince rewinds time as though nothing ever happened. Too cool.

7. BURNOUT 2: POINT OF IMPACT

Event: Stringing six burnouts together and then bumping your mate into a bus to win the race

What makes it memorable: If you're a speed addict, then you can't afford to miss this event. This game is just as fast as *NFSU* and when you pull off six burnouts in a row, you'll feel like you've just broken the sound barrier in a fighter jet. Then when your mate is in sight, all you need to do is cruise up next to him and nudge him into that oncoming bus. In fact, the most memorable thing is not in the game – it's the look on your friend's face as you cross the finish line first after he was leading for the entire race. Now that's priceless.

8. SILENT HILL 2

Event: The bath scene

What makes it memorable: Taking a bath might have seemed scary when you were a kid but not anymore, right? Wrong. When James Sunderland opened one of the few doors that were unlocked in *Silent Hill*, the last thing he would have expected to see was a bathtub. Knowing how dirty *Silent Hill* is, James decided to take a bath but instead of steaming hot water coming out of the tap, it was gushing blood. After it started to overflow and take over the room, James knew he wasn't in Kansas anymore. Of all the horror movies and Shagulle O'Neil films, this scene still makes our list as one of the scariest moments of all time.

9. PROJECT ZERO 2: CRIMSON BUTTERFLY

Event: The ghost of Richie Young

What makes it memorable: Not quite like the evil spectres in *Ghosthunter* but definitely not a wimpy spook like *Casper* either, the ghost of *OPS2* editor Richie Young is a force to be reckoned with. If you've never had the honour to meet Richie then this is your chance to see the PS2 guru in action. You'll also have a chance for a Kodak moment with him, but make it quick or he'll get you. Considering you have to banish him to the depths of hell, it's unlikely that you'll ever forget your first meeting with Richie!



10. MISSING SOMETHING?

Do you think we missed a great moment?

Do you have your own list of memorable moments in PS2 history? Then speak up and send in your thoughts on what should have been featured in our list. Email your memories to OPS2@derwenthoward.com.au with "Memorable Moments" in the subject line or send envelopes via snail mail to: OPS2 Magazine, PO Box 1037, Bondi Junction, NSW 1535. We'll print a list of the best moments in a future issue.



ONLY THE BEST GO...



PURE PLATINUM
Did you know that the soon to be Platinum game *TimeSplitters 2* has Platinum awards that can be earned in its Arcade mode?

Platinum PS2 games are the gift that just keep giving and giving

We know that it isn't always easy to shell out 100 clams on a fresh new game, and we know that having enough money for the taxi home from the pub is always a little more important than blowing it all on the latest new releases. You could always borrow more games off your mates, but that leaves the risk of you owing them favours, and before you know it you could be helping move a fridge or giving them your blessing to date your sister.

Then there's the option of renting games, but the best ones are always out and the ones that are left tend to share more in common with Frisbees than discs. Well, you could choose a less expensive hobby, like stamp collecting. Or camel spotting.

No, that won't do. You and your PS2 deserve a steady flow of quality games, and the good news is that you can pick up dozens of quality games for less than the price of your mother's last haircut.

The Platinum range was first introduced back in 1997, and Platinum status was only given to PlayStation games that had achieved a set amount of sales worldwide – and in a specified time period.

It was so successful that Sony repeated the program on PS2. In March 2002 the first range of PlayStation 2 Platinum games was released, and since then the selection available has grown from a handful to... well, lots of handfulls. There's over 50 quality Platinum titles available, and the list will continue to grow as more and more A-grade games fly off shelves faster than a teenage boy's pants go back on when his girlfriend's parents get home.

Sony Computer Entertainment Australia's Managing Director Michael Ephraim is happy with the Platinum range's success. "The Platinum name is a guarantee to our customers that they're buying a high quality, top-selling title and is part of our ongoing commitment to providing the best games at the best prices to Australian gamers."

And as part of our commitment to recommend the best games to you, we've put together a list of the best Platinum games money can buy. For an RRP of \$49.95, some of these are downright essential. If you didn't fork out top dollar to pick these up when they first hit the market, you've now got a chance to redeem yourself, play some of the best games to grace the PS2, and come out with enough change to treat that special someone to a moderately priced dinner.

A dinner that will no doubt buy you some extra bargaining power for television privileges, mind you. So don't say we don't look after you.

The Slowest Platinum FIRST PERSON SHOOTERS

PlayStation.2



Platinum

MEDAL OF HONOR: FRONTLINE

Best thing about it:

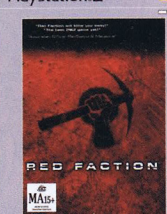
The sheer desperation and overwhelming adversity of the opening level is almost unmatched for its atmosphere, and the rest of the game isn't half bad either. The quality of *Frontline's* sound is also still quite staggering.

How it's holding up:

Some will argue *Frontline* is still the premier WWII shooter on PS2, despite its sequel. The graphics haven't really aged at all, and it plays just as well as its successor *Rising Sun*.

You could also... spend extra and grab *Medal of Honor: Rising Sun*, but *Frontline* is still great value for money.

PlayStation.2



Platinum

RED FACTION

Best thing about it:

You couldn't buy a better first-person shooter when this little number came out. Great story, excellent

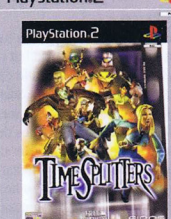
weapons and Geo-Mod technology that meant you could destroy the environment in real-time.

How it's holding up:

Okay, so it looks a little tired compared to the current crop of shooters, but don't let it phase you.

You could also... pay around the same price for *Red Faction 2*. It lost a little charm but gained some skull-busting firepower.

PlayStation.2



Platinum

TIMESPLITTERS

Best thing about it:

The single-player mode left a lot to be desired, but multiplayer could keep even the fussiest PS2 punts busy all night. This is frighteningly fast, no holds barred shooting action.

How it's holding up:

It was a launch title, and it looks like a launch title. Still, a worthy addition to any collection.

You could also... get *TimeSplitters 2* instead, the sleekest FPS on PS2. Or you could wait for *TimeSplitters: Future Perfect* next year.

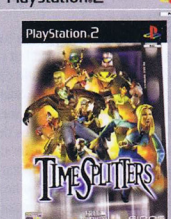
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PlayStation.2



Platinum

GRAN TURISMO 3: A-SPEC

The Fastest Platinum RACING GAMES

PlayStation.2



Platinum

GRAN TURISMO 3: A-SPEC

Best thing about it:

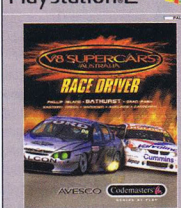
What's not to like? A container ship full of cars, a swag of tracks, gorgeous graphics and sublime controls. They really don't call it the ultimate driving simulator for nothing, you know.

How it's holding up:

Still stands as one of the best-looking games on PS2 to date, which goes to show why it's also one of the most popular.

You could also... twiddle your thumbs until *Gran Turismo 4* arrives, but no self-respecting petrol-headed gamer should be without GT3.

PlayStation.2



Platinum

V8 SUPERCARS RACE DRIVER

Best thing about it:

Gran Turismo 3 might look flashy, but only Codemasters could do justice to our own V8 Supercars. Australian cars on Australian circuits, and some of the most realistic-looking damage seen this side of a Reflections game.

How it's holding up:

GT4 probably won't do it any favours in the glamour stakes, but it still commands plenty of respect from racing fans.

You could also... hang on for V8 Supercars 2, but the original will definitely keep you occupied until that petrol fuelled day.

PlayStation.2



Platinum

BURNOUT 2: POINT OF IMPACT

Best thing about it:

So damn fast you'll be lucky if your eyeballs don't melt. *Burnout 2* features some of the best crashes in videogaming. Arguably the best arcade racer currently on PS2.

ALSO AVAILABLE

- Conflict: Desert Storm
- Crash Bandicoot: The Wrath of Cortex
- Crazy Taxi
- Cricket 2002
- Dead or Alive 2
- Dragon Ball Z: Budokai
- FIFA 2001
- FIFA 2003
- Finding Nemo



How it's holding up:

It still looks great and has that new car smell, but Burnout 3 has the potential to write-off its predecessor.

You could also... dig up the original Burnout. It's just as fast but a little rougher around the edges and quite short.

The Greatest Platinum PLATFORMERS

PlayStation 2



Platinum

JAK AND DAXTER: THE PRECURSOR LEGACY

Best thing about it:

The lads at Naughty Dog panned their Bandicoot buddy and churned out this fiendishly playable gem. The only reason it isn't the best platformer on PS2 is because its sequel is even better.

How it's holding up:

Jak II certainly pointed out its limitations, but current PS2 platformers would still kill to look and play half as good as Naughty Dog's original.

You could also... get yourself some tasty Jak II: Renegade Platinum action, but there's really no reason not to own both.

PlayStation 2



Platinum

RATCHET AND CLANK

Best thing about it:

Possibly some of the most creative weapons ever conceived. Many a gamer would have fond memories of his or her first experience with a suck cannon, and yes, we're still talking about the game.

How it's holding up:

Again, its improved sequel gives it a run for its money, but it remains a great game regardless.

You could also... grab Ratchet and Clank 2, but they're both classic. Wow, we're having deja vu...

The Inevitable Platinum STEALTH GAMES

PlayStation 2



Platinum

METAL GEAR SOLID 2: SONS OF LIBERTY

Best thing about it:

Pushing the little black box close to the limit, MGS2 set new standards in graphics, gameplay and unbearably long cut-scenes. An influential masterpiece that will go down as a PS2 classic.

How it's holding up:

It's hard to find a better-looking game, but Splinter Cell came along soon after with considerably more interesting gameplay.

You could also... get Splinter Cell instead. Or wait for MGS3: Snake Eater to emerge from the jungle.

PlayStation 2



Platinum

TOM CLANCY'S SPLINTER CELL

Best thing about it:

The jaw-dropping lighting effects had never been seen on PS2 before – in fact some people didn't believe it was possible. A perfect balance of cutting edge graphics, well-crafted story and wicked spy gadgets.

How it's holding up:

Still a class act after over a year on shelves, but don't forget Splinter Cell: Pandora Tomorrow.

FUTURE STOCK

If you're thinking about heading out to the shops to pick up Jak II: Renegade, Ratchet and Clank 2, Locked and Loaded or The Lord of the Rings: The Return of the King all three have been recently released as Platinum titles – it didn't take very long at all if a game looks like it's gonna be the biz-omb, it might be in your best interests to wait a few months...

You could also... visit Michael Ironside and persuade him to sneak around his backyard with you, but it wouldn't be the same.

PlayStation 2



Platinum

HITMAN 2: SILENT ASSASSIN

Best thing about it:

Multiple methods of completing each hit meant Silent Assassin could be tackled in a variety of different ways.

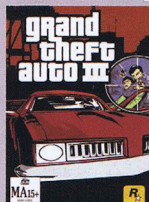
How it's holding up:

Manhunt came in and stole the 'Ethically Challenged' crown but Hitman 2 is still a top game.

You could also... grab a copy of Hitman: Contracts instead, but it'll cost you twice as much.

The First Platinum ACTION GAMES

PlayStation 2



Platinum

GRAND THEFT AUTO III

Best thing about it:

If there was ever a game to describe as revolutionary, it would be this one. Take a massive interactive environment where you can jack any car and punch any pedestrian, add a tonne of missions, and serve.

How it's holding up:

If GTA III can't keep you even mildly diverted anymore, nothing can.

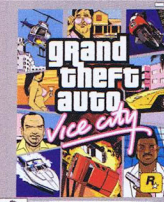


ALSO AVAILABLE

- Formula One 2003
- Grand Theft Auto: Vice City
- Harry Potter and the Chamber of Secrets
- James Bond 007: Agent Under Fire
- Midnight Club
- Moto GP
- NBA Street
- Onimusha Warlords

You could also... get the GTA double pack – it'll be the best money you ever spent.

PlayStation 2



Platinum

GRAND THEFT AUTO: VICE CITY

Best thing about it:

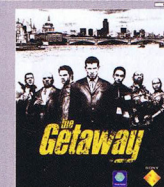
If you thought GTA III was good just wait till you get yourself into the pastel pants of this baby. Everything great about the previous installment, but with more weapons, more cars, a bigger city and an '80s soundtrack.

How it's holding up:

It'll remain a fond favourite long after GTA: San Andreas makes it to Australian shores.

You could also... read what we wrote about GTA III so we don't have to repeat ourselves.

PlayStation 2



Platinum

THE GETAWAY

Best thing about it:

A sprawling crime epic set in the seedy underbelly of London, The Getaway's gritty realism and attention to detail is remarkable.

How it's holding up:

It may look fantastic but it doesn't have the gameplay to compete with GTA or True Crime any more.

You could also... sit tight for The Getaway: Black Monday, it's sure to be an improvement.



The Greatest Platinum ROLE PLAYING GAMES

PlayStation 2



Platinum

FINAL FANTASY X

Best thing about it:

Pushing the PS2 to its limits, Final Fantasy X still looks superb, and in terms of value for money, \$49.95 means you're paying around 30 cents an hour. You can't beat that.

How it's holding up:

The only thing that detracts from Final Fantasy X is Final Fantasy X-2, and that's saying something.

You could also... fly to London and back three times in the time it'll take you to clock this monster of a game.

PlayStation 2



Platinum

KINGDOM HEARTS

Best thing about it:

Sickeningly cute Disney characters hide a deep and rewarding challenge for the fussiest RPG buffs.

How it's holding up:

Still has an audience, and

Interested parties will certainly be busy if they choose to purchase.

You could also... pin your eyes open and watch Disney cartoons all day. The experience will be somewhat different and the video rental would cost a lot.

The Most Battering Platinum
BEAT 'EM UPS

PlayStation 2



Platinum

LORD OF THE RINGS: THE TWO TOWERS

Best thing about it:

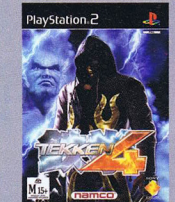
Admittedly more of a scrolling slash-'em-up, *The Two Towers* really set a new standard for licensed games. Finally, a movie game that didn't suck harder than a White House intern.

How it's holding up:

Return of the King upped the ante slightly, but *The Two Towers* is still a great package.

You could also... purchase the recently-Platinumed *Return of the King*, but you'll miss out on half the story.

PlayStation 2



Platinum

TEKKEN 4

Best thing about it:

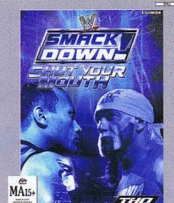
Tekken Tag Tournament lost its appeal quickly, but *Tekken 4* really came out swinging. It looks great, and if you don't get blisters you aren't playing hard enough.

How it's holding up:

Soul Calibur II kicks several shades of brown out of *Tekken 4*, but *Tekken 4*'s the old 'sand in the eye' trick.

You could also... beat up your friends and relatives instead. Come on, some of them probably need a little 'chin music' anyway.

PlayStation 2



Platinum

WWE SMACKDOWN! SHUT YOUR MOUTH

Best thing about it:

Wrestling certainly isn't the most graceful display in the world, but if the sight of muscle-bound men in spandex undies tickles your fancy, *Shut Your Mouth* is the brawler for you.

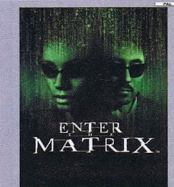
How it's holding up:

Doesn't have the options that its follow-up had, but the quality you get for \$49.95 still beckons.

You could also... look for a pre-owned copy of *Just Bring It* instead, or lay down extra for *Here Comes the Pain*.

The Coolest Platinum
THIRD PERSON SHOOTERS

PlayStation 2



Platinum

ENTER THE MATRIX

Best thing about it:

The hand-to-hand combat and slow-motion hijinks are well executed, and although it was a little over-hyped, the story was admittedly strong and *Matrix* fans flocked to it.

How it's holding up:

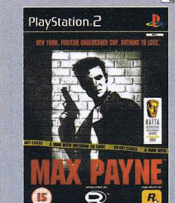
The martial arts combos still impress, and the special moves provide plenty of eye candy.

You could also... watch *Reloaded* and *Revolutions* again. Just kidding, we wouldn't ask anyone to do that.

ALSO AVAILABLE

- Oni
- Rugby
- Simpsons: The Road Rage
- Spider-Man: The Movie
- Spyro: Enter the Dragonfly
- State of Emergency
- Star Wars: Starfighter
- This Is Soccer 2003
- Ty the Tasmanian Tiger
- WRC II: Extreme

PlayStation 2



Platinum

MAX PAYNE

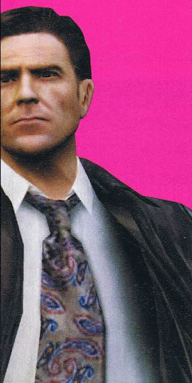
Best thing about it:

We know it's hard to imagine now, but there was a time when slow-motion wasn't used in every second game released. When the original *Max Payne* hit PS2, bullet-time was still fresh.

How it's holding up:

It's not beautiful, but it does the job. That said, sailing through the air sideways with dual pistols blazing is still satisfying.

You could also... get the sequel. It's not a massive improvement though, so it seems a little dated already.



PlayStation 2



Platinum

SOCOM: US NAVY SEALs

Best thing about it:

The headset compatibility gives you the ability to control your team using your own voice commands. You can't play 'Simon Says' but you can ask them to

make sure you don't get a bullet in your arse.

How it's holding up:

Online has been friendly to *SOCOM*, extending its lifespan considerably. The sequel is substantially better though.

You could also... try *SOCOM II*, and remember the Platinum version doesn't come bundled with a headset.

The Mightiest Platinum
ADVENTURE GAMES

PlayStation 2



Platinum

SPIDER-MAN

Best thing about it:

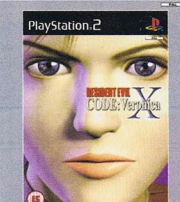
All the fun from the *Spider-Man* PSone games but with dazzling next generation graphics and great web-slinging combat.

How it's holding up:

Spider-Man 2 makes this one look a little ancient, but still well worth \$49.95 if you're Spidey inclined.

You could also... get the sequel instead. Or take up bungee jumping. Your choice.

PlayStation 2



Platinum

RESIDENT EVIL: CODE VERONICA X

Best thing about it:

Avoid this one if you're pregnant or have a heart condition, it'll scare your socks off.

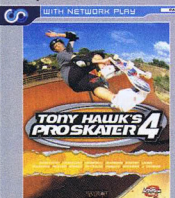
How it's holding up:

Silent Hill 3 and *Project Zero 2* are both far scarier, but *Code Veronica X* still looks the goods after over two years.

You could also... decide to wait until *Resident Evil: Outbreak* and avoid any new nightmares. At least for now...

The Healthiest Platinum
SPORTS GAMES

PlayStation 2



M15+

Platinum

TONY HAWK'S PRO SKATER 4

Best thing about it:

The *Tony Hawk* series goes from strength to strength, and *THPS4* was no exception. If you've played the others you'll know the drill, and if you haven't, *THPS4* for this price is almost a necessity.

How it's holding up:

The options and scale of *Tony Hawk's Underground* leave *THPS4* struggling a little, but the core gameplay is essentially the same and just as addictive.

You could also... buy a skateboard and break some of your own limbs instead.

PlayStation 2



Platinum

SSX TRICKY

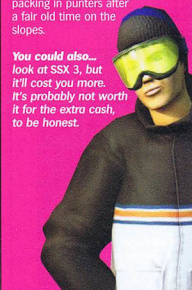
Best thing about it:

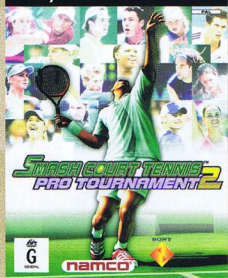
The follow-up to one of the better launch titles, *SSX Tricky* combined incredible speed and insane tricks with tasty graphics.

How it's holding up:

It has a few unavoidable wrinkles due to its age, but this is still packing in punters after a fair old time on the slopes.

You could also... look at *SSX 3*, but it'll cost you more. It's probably not worth it for the extra cash, to be honest.





SMASH COURT TENNIS™ PRO TOURNAMENT 2



Smash Court Tennis Pro Tournament 2 is the most realistic tennis game on the market. Compete against up to 16 of the best players in the world. Test your skills in all four official Grand Slams, including the Australian Open. In the Pro Tour Mode, you can work your way up the ATP rankings to No.1. You can even play doubles with up to four of your friends using a Multitap* (for PlayStation®2).

namco www.smashcourtclub.com

fun, anyone?
PlayStation®2

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THE CUTTING EDGE



T3 Want a sharper image?
A better MP3 player?
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Australia's Best Gadget Magazine
ON SALE NOW

PLAY-TEST



WELCOME!

Life may be like a box of chocolates but the reviews section is like a big cake, covered in whipped cream, with a totally hot chick jumping out of it... who's totally naked... errr. My point

is that it was wall-to-wall surprises this month. We figured Ps2-Ops would just be a weak MGS2 rip-off and it turned out to be a brain-bending telekinetic roller coaster. Mashed came out of nowhere and ate up all of our lunchbreaks. And Juiced was just a blur. Go get some.

NARAYAN PATTISON
ACTING EDITOR

REVIEW CHARTER

FACT: OFFICIAL PLAYSTATION 2 MAGAZINE'S reviews are the best in the business. Our squad of reviewers play the games longer, harder and better than anyone. And we love what we do.

It's this dedication that means you can trust our comments and scores above anyone else's. Whether a game's superb or sewage, our experts will tell it like it is with buckets of opinion. Our experienced reviewers have written for the game industry's most revered publications, both here in Australia and overseas. Rest assured that these are opinions you can trust.

REVIEW RATINGS

HERE'S WHAT OUR REVIEW SCORES STAND FOR:

- 10/10** Nigh on revolutionary. A game that could change the face of gaming forever
- 09/10** A truly astonishing game. If you have a PlayStation 2, you need this now
- 08/10** Highly recommended
- 07/10** Good, solid fare that's definitely well worth a look
- 06/10** Better than average, and ideal for hardcore fans of the genre
- 05/10** An average game
- 04/10** Poor, but still with the odd moment
- 03/10** Extremely disappointing
- 02/10** To be avoided
- 01/10** Beer mat

THE OPS2 AWARDS

We don't hand out high scores for nothing, so when you see one of these, you'll know it's a sign of quality. Look for them on game boxes.



The Gold Award is a rare gem and only to be given to games that score that magic 10/10. This score indicates gaming of simply incredible quality!



The Silver Award is for games that receive 9/10. If you see this, it's a sign of star quality, indicating that you should buy this game now!



The Bronze Award is for games that score 8/10. These games are highly recommended and are 100% guaranteed to satisfy.



JUICED

Faster than a speeding bullet and much easier to control!

56



RESIDENT EVIL: OUTBREAK

The zombies invade Australia, but without online play. Do they still pack a punch?

60



PSI-OPS

The best telekinetic shooter ever!

64



MASHED

The most fun you can have with four people

68



FORMULA ONE 04

Find out if it takes pole position...

70



MTV MUSIC 3

Make sweet music on your PS2

72

It may not look it but Juiced's actually really fast

DETAILS

DISTRIBUTOR: **ACCLAIM**
 DEVELOPER: **JUICE GAMES**
 PRICE: **\$99.95**
 PLAYERS: **1-2 (1-6 ONLINE)**
 OUT: **SEPTEMBER**
 WEBSITE:
WWW.JUICEDTHEGAME.COM
 60HZ MODE: **NO**
 WIDESCREEN: **NO**
 SURROUND SOUND: **YES**
 ONLINE: **YES**

BACK STORY

Surprise, surprise – Juiced is the first game by the aptly titled Juice Games, and seems to have largely come about due to Acclaim losing its stellar Burnout series to games juggernaut EA. Whether Juiced will be as successful as Acclaim hope is yet to be seen. Drum roll please...

DRIVING

JUICED

Get on the juice without shrinking your love spuds

Are you one of those people who prefers Coke over Pepsi, Starbucks to Gloria Jeans, or jellied snakes instead of jelly babies? Do you get anal when it comes to picking between two options that are really the same thing packaged differently? Acclaim's new hotbed-racer, Juiced, is one of those games that will test how pedantic you are when it comes to games, as it bares a striking resemblance in many ways to EA's *Need for Speed Underground*. In an age where car games dominate the videogame market like porn saturates the net, is homogeneity within the racing genre a good thing? Is Juiced so much better than anything else out there?

To be curt, Juiced is a sweet game – not as sweet as Annalise Brakenboobs bringing you breakfast in bed every morning – but still pretty good. It's basically a

street racer that tries to cater for arcade junkies who want a fix of speed, as well as serious driving fans who want to treat their videogame car like a pet, lavishing it with stickers, mods, engine upgrades, and love. As per usual, the game does this through its implementation of multiple game modes.

If you couldn't be bothered upgrading inductions systems or fiddling with horse power, then the Arcade or Custom race modes are for you truly – you shallow, shallow man. Pick a category to race in, choose your car, pick your track and time of day, then get ready for some irresponsible high-speed wheel blitzing. As you win races, you'll unlock more cars, which is hardly creative, but, we suppose, reasonable.

If you like to throw your life head-on into a game, then go Career. Here you're introduced to rude-headed

BETTER THAN

AUTO MODELLISTA

WORSE THAN

NFS UNDERGROUND

LAB TEST

What they nailed this time

The graphics are sweet, bro...

What they need to fix

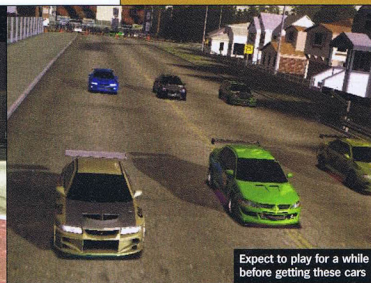
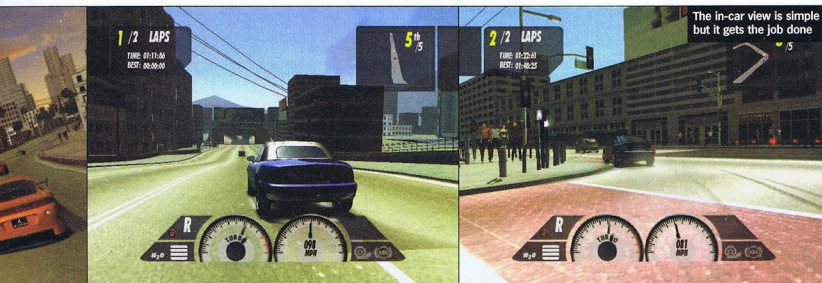
The track design needs, well, a bit more zizzle

GOING OUTSIDE TO HAVE A DRAG

The Sprint races make up a large part of the gameplay. Most events contain at least one Sprint set over four heats. Like *NFSU*, only manual gear transmission is allowed, and after the race begins you'll be told just how smoothly you're making your gear changes. Unlike EA's game, however, there's no traffic to dodge as you hurtle towards the finish line. If you want a chance at winning these events, make sure you've got plenty of nitro and a good turbo system. Oh, and a lead foot doesn't hurt either.



BRONZE
 PlayStation 2
Official PlayStation 2 Game of the Month



racer T.K. and an underground sub-culture made up of a number of racing gangs or teams, each with their own insignia and name. How ghetto. Once you've whooped T.K.'s butt in a racing initiation, you're sent off to buy your very own set of wheels. You only get four cars to choose from to start with, and each is fairly unimpressive. That's right, astute readers, you've got to power-up these granny mobiles and turn them into gravel eating nasties, win races, and eventually move up the car classes until you can purchase, customise, and race some real automobiles. Sound familiar?

There are a few fluffy-die extras that have been added to this tried and tested formula, the most notable being the inclusion of that great vice – gambling! Now you can lose the family home and your children's health insurance on the streets of Juiced. It breaks down like this: before you start a race you have the option to race yourself or else just sit back and place money on who you think will win. If you race yourself, you have to make a formal challenge to another racer – they may accept your offer, or they may decline. Each of the cars and drivers have statistics and ratings that you can use to gauge how much of a challenge they'll be to beat. However, the weaker drivers are usually not daft enough to gamble with your human reflexes and skills, so you'll have to challenge worthy opponents if you want the booty. This does have a few advantages, notably it makes races more exciting, but it also allows you another avenue for making money besides coming in first. Unfortunately if you don't decide to race, which is often the case in say, sprint or drag races where you know you've got no chance of winning, you have to sit

“Now you can lose the family home and your kids’ health insurance on the streets...”

through the CPU cars battling it out if you want to make some gambling profit. Fortunately if you don't want to race or gamble, entire events can be skipped. Even so, we're a bit peeved that there isn't an option to instantaneously determine which CPU car will win the wretched race, saving you the pain of watching it unfold.

R. E. S. P. E. C. T.

Juiced wants to really hammer home just how dope, deft, and hip it is by endowing you with a series of Respect meters for each of the car gangs. After an event or a bet is placed, peers will inform you of how much respect you've earned or lost based on your actions. If you've spanked their bumpers in a race, or shown testicular tenacity by betting more money than they're willing to risk, you'll earn points in their meter. If you've continuously paltered home in fourth or fifth position or

haven't had the gall to go through in with a bet, you lose points. This is no good. You need to continually amass respect to enter into tournaments so you can win big. You'll also need respect so you can attract new recruits into your team. Once these characters have joined your group, you can participate in team races. Here you and your teammates race against an opposing team, commonly set up with a three-on-three car setup.

But like NFSU, the slickest aspect of this racing game is the inclusion of nitro. If a car doesn't come with it as stock standard, then make sure you buy the upgrade from your garage – it's worth every penny. Using it allows you a few moments of boost at any point in a race, and you can use as little or as lot of it as you want. When pumping this stuff into your engine, the screen blurs to appear as though your car is about to engage its hyperspace drive while your control pad breaks into an epileptic rumble. Again, this is similar to NFSU, although it lacks the over-the-top camera shake. You will, however, want to be careful when you've got a full canister of nitro onboard, as early knocks to your car can cause your nitro to leak, wasting all that race-winning goodness.

That's not the only thing that can suffer when on the racetrack. If you smash your car up too much you can damage your steering, stuff up your engine, or even worse, you can damage the neon lights under your car. After you complete a race, you're forced to fork over cash to repair any problems, as well as top up your nitro. With this in mind, crashing is definitely a no-no.

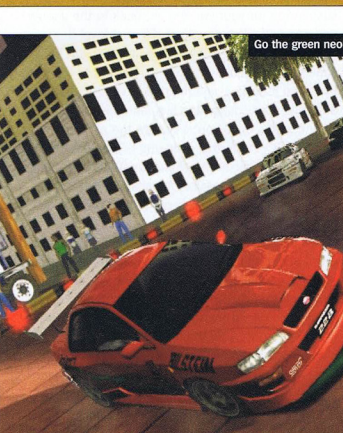
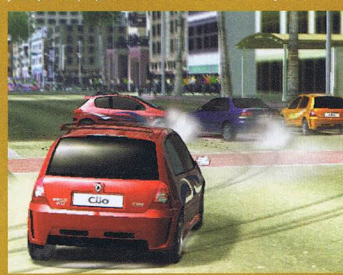
It can, however, be unavoidable thanks to some well-cheeky opposing car AI. These non-existent bastards seem to be rife with the desire to win at all costs, and sometimes go about attaining their goal in an underhanded way. Don't be surprised if you fight your way to first during a five-lap race, only to get bumped from the rear by an opponent on the final lap, sending you flailing off into the side of the road and into last place. It's one thing to be bumped off the road by a human player that you can retaliate against by putting salt in their coffee, but when a CPU car does it, well, you feel a little frustrated. It's a good thing they're so aggressive, but the fact they can zoom up and ram you off the road is a tad crap in a game like this. Often you'll feel compelled to complete the race so you don't lose too much respect, but Juiced plays each race real, meaning if a car gets a good half-mile ahead you're not going to catch up. During the rest of the race don't be surprised if you find your mind thinking about subjects like: what you're going to have for dinner, if your ex will take you back, and what your plans are for the coming weekend. You'll stop thinking about the game entirely – a hefty price to pay for one nudge by a rival car.

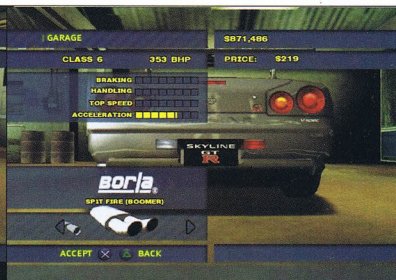
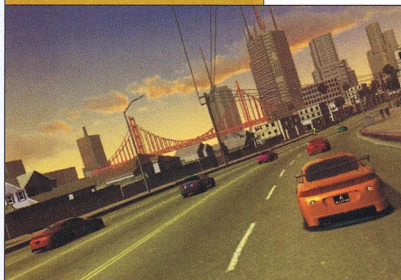
PIMP IT OUT

If you want vengeance, the first place to start is in the garage – man's kingdom. It's here you purchase upgrades and tinker about with your vehicle's

THAT'S WHAT ONLINE FRIENDS ARE FOR

Juiced offers every multiplayer option available to the PS2. You can play a very decent one-on-one spitscreen mode between you and a lone buddy, link multiple PS2s together, or, more excitingly, you can jump online with the Sony Network Adapter and play friends while their foul-smelling odour is kept safely away from you. Up to six people can race each other online at any time.





Peter Piper picked a paint



Playing this may make you feel the need for Underground

appearance. Unlike other more technical racing games, upgrades can be added without the player requiring a subscription to *Hot 4* magazine. Let's say you've just completed a race and have unlocked level-3 suspension for your car. You get back to the garage and peruse from a couple of different level-3 suspension brands, each with a different stat bar that shows how effective that part is. The better the part, the more it costs. You don't need to worry about adjusting your suspension like real mechanics and engineers do, once you've bought the part you've got the benefit – no further tinkering is possible. This will peeve the car obsessed pining for *GTA*, but it makes the game more accessible for, shall we say, normal people who just want their car to drive faster and handle better.

Which brings us to our next point. So far we've raved about all the bells, whistles, and nipple tassels in *Juiced*. The real question is, however, is it any fun? What is it that makes one car game fun over another? For a start *Juiced* creates a superb sense of speed, with or without using the nitro. You never get that bogged-down feeling that plagues many videogames, even when racing the less powerful cars. The handling and physics, however, aren't as instantly agreeable. Specifically, the cars feel heavy when taking corners. If

you don't take the correct line around it feels as though you have to slow to an ant's stumble to get around the corner in one piece. The handbrake feels a tad unresponsive here, with the game relying more on drifting rather than *Ridge Racer*-style powerslides. You will get used to the handling eventually, even if you find yourself drifting into wall after wall when you first start. We found the handling was a lot easier to come to grips with if we used a manual transmission.

However, a lot of this early frustration is compounded by the game's unimaginative track design. Sure, the game is a street racer and

“you can string a number of moves together for a car-trick combo. Eat that Hawk!”

subsequently a lot of the tracks are on city streets – we get that. But most are flat with a lot of really sharp ninety-degree corners waiting to be slammed into. At times it all feels a bit too *F1*-ish. Whenever you want to design a great track for a car game, you want to have a nice mix of tough corners, medium curves, blisteringly fast straights, and eye-tickling panoramas. But the tracks in *Juiced* only get this right some of the time. To be fair, this is no doubt a consequence of the game having a generous number of tracks to choose from, rather than a mere few to masterfully sculpt and perfect. There are eight locations to race on, each with a number of serious track alterations to add some variety. As you would expect, you can also race all these tracks in reverse.

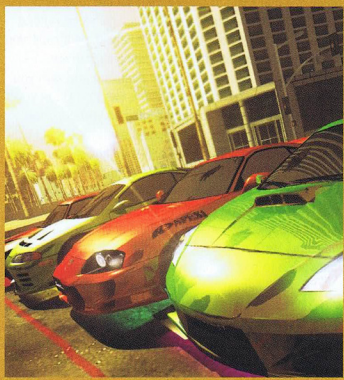
ROLLING WITH THE BEST

If you ever get bored you can ditch the street racing and head into Showoff mode. Basically there are a number of driving tricks you can perform in *Juiced*, and in this mode you get the chance to show them off. You can do “gnarly” tricks like J-turns and 180-degree spins, or even better, you can string a number of moves together for a car-trick combo. Eat that Tony Hawk! There's even an included trick tutorial to teach you how to perform all these moves.

But you'll get bored of four-wheeled tricks pretty soon – after all, this is a car game, and car games are all about racing. Fortunately the presentation of the game helps keep the experience fresh. You see, *Juiced* is a stunner – we're talking catwalk queen, here. The cars look “thimply marveluth, dahlingsth”. With sparkling paint jobs and no jagged edges to keep them looking more real than your grandmother's cleavage. The tracks are absolutely packed with activity. You can be racing down a street in broad daylight with hundreds of spectators scattered along the track, and helicopters and planes will be flying

PRETTY IN PINK

If you want to get smart you can break out your Nokia mobile phone (yes, the game features such overt product placement) and challenge another driver to a pink-slip race. If you win, you get to keep his car. If you don't, your car is gohhhhnee. Not something you want to do until you have a fine selection of vehicles to gamble with.



above. As well as that, a solid draw distance means large buildings don't just instantaneously appear in the distance. If there is pop-up it's usually small details alongside the road that don't prove distracting. It's good stuff. When opting for wet weather, however, the effect is disappointing. Instead of lots of particles of rain splashing down everywhere, all you get is a few droplets and a bland-looking fog that sucks the detail out of everything. Keep it dry, we say.

The other notable element to Juiced's presentation is its soundtrack. It really does smack you in the face for both good and bad reasons. On the downside there's a seemingly unconsidered mash of genres here that sound incoherent when heard one after another, but on the other hand the individual songs themselves are pretty good. Listen up for the indie-rock group The Yeah, Yeah, Yeahs.

At its heart Juiced isn't that different to the stuff already out there, but it does have a few improvements and variations over standard racing games. With great presentation, a reasonable driving engine under the bonnet, and buckets of speed, it's a fine racer on its own merits. **A James Ellis**

OFFICIAL VERDICT

Graphics	09	You'll bring your mates around to gawk at this
Sound	08	Buzzing engine noises and a tidy indie soundtrack
Gameplay	07	Like a Volkswagen - reliable but not original
Lifespan	08	Online play and multiplayer are solid

There's nothing wrong with Juiced, but with a line-up of better racers coming soon, it's only for the hardcore.



You won't have any complaints with the graphics

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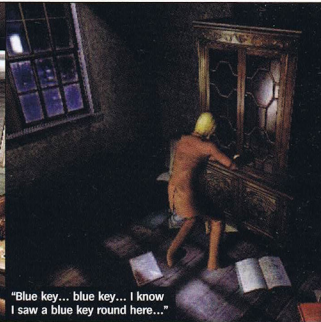
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Life	Xandee	11424 33646	Madonna
21 Questions	50 Cent	11164 33366	Lenny Kravitz
A Little Less...	Ju feat. Elvis	11208 33430	Pink Floyd
A Team	Menken	11379 33601	Roger Sanchez
A Whole New World	Daft Punk	11210 33432	Atomic
Aerodynamic	Jennifer Lopez	11145 33367	Blondie
All I have	Koolhaas	11163 33385	Byronce
All in my head	Led Zepplin	11340 33562	Jennifer Lopez
All of my love	Ace Of Base	11211 33433	Atomic Kitten
All That She Wants	Safri Duo	11477 33699	Xena
Al The People...	Benassi Bros	11468 33593	Cher
Alusion	Lesgo	11215 33435	Alice DJ
Alone			Jennifer Lopez
			Benencia

Play Catch the Fireball with your pet undead!



"Blue key... blue key... I know I saw a blue key round here..."

SURVIVAL HORROR

RESIDENT EVIL: OUTBREAK

Raccoon City becomes host to the ungrateful dead...AGAIN!

DETAILS

DISTRIBUTOR: THQ
DEVELOPER: CAPCOM
PRICE: \$99.95
PLAYERS: 1
OUT: SEPTEMBER
WEBSITE: WWW.CAPCOM.COM / OUTBREAK
60HZ MODE: YES
WIDESCREEN: YES
SURROUND SOUND: YES
ONLINE: NO

BACK STORY

The Resident Evil series really is the venerable old man of the survival horror genre. Dating way back to PSone adventures, Raccoon City and the unscrupulous Umbrella Corporation have been major figures in gaming culture. Now Capcom is trying to branch out with something different. Will it try to fix what ain't broke?

O imagine the scene: you're sitting in your favourite watering hole, enjoying the sudsy goodness of a cleansing ale or three, and chatting with a couple of mates. The next thing you know the friendly publican is being set upon by a scruffy-looking ruffian who has the temerity to bite the guy! Unusual, you think, but hey – this is the rough and ready Raccoon City. Strange things do happen around here.

The bleeding bar bloke double-bolts the door and backs away, shivering. He holds his spurting neck wound in a desperate attempt to stop the bleeding, he's crying, and frankly the whole mood of the evening is ruined. Things don't get any better as the door and windows start getting pounded on by similar-looking toughs to the one who took a chunk out of the barman. But hang on a second... these shambling horrors don't look like drunken yobs. In fact they don't even look alive... ZOMBIES! Dammit, and you'd just had those pants cleaned too.

**OH THEY'RE DEAD...
THEY'RE ALL MESS'D UP...**

So opens *Resident Evil: Outbreak*, the latest offering from Capcom in its increasingly convoluted survival horror series. This time around things are quite different from the other chapters. In some ways this is good. In others, well, frankly some mistakes have been made. Rather major ones. First, though, let's talk about where

Outbreak does shine.

Survival horror games have taken a turn for the spooky of late. The excellent *Project Zero II: Crimson Butterfly*, the newest *Silent Hill* games and *Forbidden Siren* have all represented a turn away from the blood and guts horror of yesteryear and taken their cues from the current Japanese horror movies like *Ringu* or *Ju-On* (The Grudge).

This is all good and well but at the end of the day there's nothing quite as satisfying as facing down hordes of the rotting dead with a shotgun and not much ammo and letting fly with leaden death. Possibly uttering a toneless one-liner like, "Hey deadhead, take it on the peach!" or "Swallow this!" as you do so. This has always been *Res Evil's* greatest strength. Certainly towards the end of the games you tend to fight more monstrous, mutated foes, but the series' finest hour (*Resident Evil 2* on PSone) was more about a city under siege by zombies. Pure and simple.

Outbreak is a lot like that. In fact it takes place, chronologically speaking, at the same time as the events

"There's nothing like taking down the hordes of the rotting dead with a shotgun"

A GAME WITH CHARACTER...S



One of the new features of *Outbreak* is the ability to play as one of eight ordinary citizens. Just average folk who have some useful abilities. For instance David the plumber has a repair kit, Alyssa can pick some locks, Yoko has a backpack that can carry double what the other characters can and Kevin, the cop, starts out with a gun. This feature would carry a lot more weight in online play, but does add some replay value in the single player mode.

BETTER THAN

CLOCK TOWER 3

WORSE THAN

PROJECT ZERO II

LAR TEST

What they nailed this time

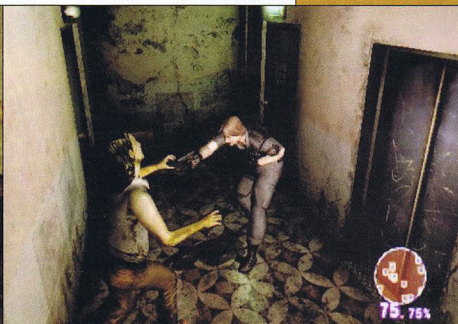
Beautiful graphics and smarter zombies

What they need to fix

If we can't play it online, include a decent single player mode



"I told you, I don't have any drugs on me..."



"Oh, what? This ISN'T
Australian Idol: The Game?"

of *Res Evil 2* occur. It's a return to old school zombie blasting and actually makes them scary again. How? Well for a start there's a little less conversation and a lot more action this time around.

In previous entries you could walk into a room with a few zombies moaning necro-obscurities at you, braying for blood or guts or whatever it really is that modern zombie want these days. Without too much panic you could open your inventory screen, select the most appropriate weapon, make yourself a cup of tea, sit back down and paint the walls with the brains of your enemies.

Not this time. *Outbreak* doesn't give you the luxury of having a nice comfortable pause-when-you-access-your-inventory deal. In an effort to add tension and realism, things will keep on moving as you frantically try to reload your handgun, swallow some green herb or figure out which bullet goes best with which ghoul skull. The inventory screen is translucent too, so you can actually watch the action take place as you're mucking about.

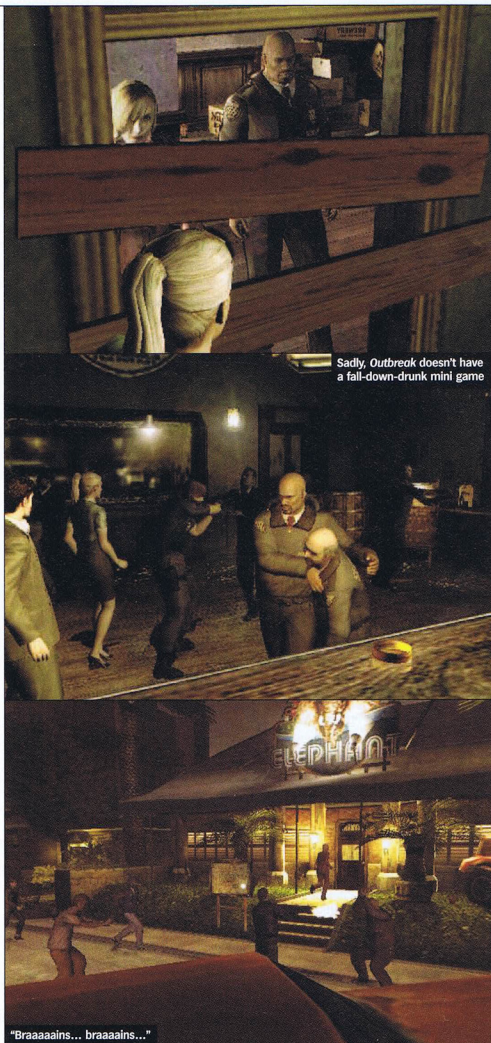
Certainly the evil-looking mannequin monsters from *Silent Hill* are creepier, but there's something truly palm-moisteningly exciting about watching a tubby zombie look at you like a roast dinner as you manually load each bullet into your gat.

WE CAN MAKE THEM STRONGER, FASTER, DEADDER...

That's another champion thing about *Outbreak*. The zombies are smart. Not MENSEA-member smart, or even able-to-tie-their-own-shoes smart but they're brighter than the average fiend. Perhaps taking their cues from recent cinematic outings like *28 Days Later* (which admittedly wasn't a zombie movie, but did feature virus victims gnashing teeth and attacking the healthy) and the *Dawn of the Dead* remake (which had the zombies running like gore-strewn athletes), *Outbreak* gives gamers some worthy opponents to work with.

In previous *Res Evil* games you could pretty much just run to the next room if things were looking grim. Not this time. Now the zombies will follow you around like an angry ex-girlfriend, often bringing a few of their chums with them. Sure you could stop and pop various caps in numerous arses but, in the first scenario particularly, they come in endless waves. After all, most of Raccoon City is undead and they're looking to help you join the crew.

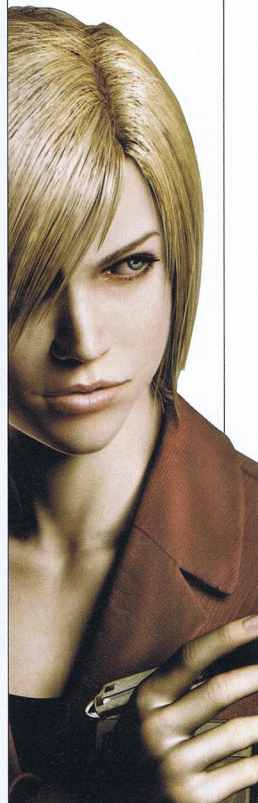
The first thing you'll notice about *Outbreak* is the graphics. They're beautiful. Simply put this is the best looking *Resident Evil* game ever. The character animations are detailed, the zombies look truly



Sadly, *Outbreak* doesn't have a fall-down-drunk mini game

"Braaaaaains... braaaaaains..."

Considering the PS3 has confirmed backwards compatibility and it'll likely feature online compatibility out of the box, perhaps we'll finally be able to play *Outbreak* online on PS3?





"See, I told you my watch's light was awesome"

→ LET'S WORK TOGETHER... SORT OF



Despite the disappointment of *Resident Evil: Outbreak's* lack of online play, your three fellow AI controlled players do, on occasion, help out a little bit. If nothing else you can demand they give you some weapons when you're low on ammo, use them to store items when you're not using them and even get them to walk into the line of fire when things get hectic. The game is really all about interaction, and there are all sorts of ways to relate to the other characters, be it picking them up off the ground, helping them over a difficult spot, giving pre-recorded voice commands and raiding their inventories. Be warned, though, they inexplicably disappear on occasion, the little scamps.

repulsive, the monsters are grotesque (although we do feel we've seen them a few too many times before) and the FMV sequences are some of the best Capcom has ever produced, which is saying something.

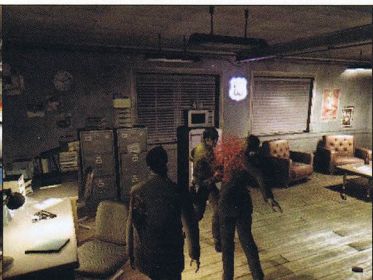
All this aesthetic pleasantries comes at a price, though. *Outbreak* sips deeply from the cup of loading times. Each new area you enter will take ages to appear on screen and, more insultingly, when you have to double back to it again later (as you so often do in survival horror games) it takes just as long. It will get to the point that you won't want to enter the next room because it just takes so damn long to get there. All the great tension of the moments before are dissipated as you stare bleakly at a blank screen. In a world where *GTA* can load an entire city before you begin play, perhaps this situation should have been addressed somewhere along the line.

MEATY EXPECTATIONS

This brings us, sadly, to the major flaws in *Outbreak*. It seems that Capcom has bitten off a little more than it can chew. Here at *OPS2 Towers* we were told things like "Outbreak will have a massive living, breathing city to explore" and "Every time you play the game, things will be different" and of course, perhaps the most exciting one of all, "it will be online." Sorry folks, as exciting as all of those concepts are, none of them have come to pass [at least not for players in Australia or New Zealand]. Let's address them one by one.

The city thing. Anyone expecting *Grand Theft Zombie* will be bitterly disappointed. *Outbreak* is as much an on-rails experience as the rest of the series. Certainly you'll get to have a gander at the metropolis awash with the walking dead but you'll only be able to explore certain confined areas.

Ultimately the gameplay borrows very heavily from previous entries. You still have to find the blue key to open the blue door. Now, admittedly, there are character-based solutions to different problems. The heftier characters can shoulder barge some doors open and other characters can pick some [very few] locks or create weapons to circumvent obstacles but really, this is the same old *Resident Evil*-style with a facelift and a little more enemy AI thrown in. Good, certainly, but we were expecting a lot more after such a long wait.



The variety thing. When we first heard about this grins were abound. What a cool concept! A whole city full of zombies with different goals to complete, that are changing all the time. Well, again, the bubble has burst and we've been forced to come hurtling back down to Earth. The only real differences from play to play in the single player game are cosmetic. For instance, on the first play the longhaired zombie might lunge at you from the bathroom. The second time around it might be a skinny female zombie and she might do so from behind a desk. Cute, but hardly the level we were led to expect. Even *Champions of Norrath* [a fine, fine game] managed to have dungeons that would randomly generate. However, both these previous issues pale in comparison to the final one, the flaw that stops *Outbreak* from being the world-beating experience it could, and should have been.

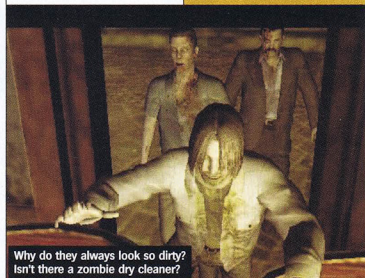
[SIGH] IT'S NOT ONLINE

That's right, the game that was originally titled *Resident Evil: Online* is not online in our region. This wouldn't be such a huge problem if, like with say *TimeSplitters 2* or *Splinter Cell 2*, there was a specific (and decent) single player game included, but *Outbreak* is custom designed to be a multiplayer experience. Previous *Res Evil* titles have always been noteworthy for their complex and convoluted plots. For evidence of this you need look no further than *Resident Evil Code: Veronica X*. Strange experiments, weird family secrets and a giant insect woman all featured in this bizarre, far-fetched, yet utterly compelling adventure. *Outbreak*, by the sheer necessity of the fact that online play dictates the plot points, could literally have its story outlines written on the back of beer coasters. Possibly in crayon. Sure there are a few character interaction sequences but ultimately the adventure is controlled by you and three friends. If you happen to live in America or Japan, that is. In Australia we end up with something that feels hobbled and truncated.

"The game is still a long and winding descent into weirdness, right? Well, actually, no."

by the major omission of its biggest selling point!

Hardcore fans of the *Resident Evil* franchise may think they're able to look past this glaring omission. After all the game is still a long and winding descent into weirdness, featuring bulk beasts, right? Well, actually, no. Again, because the game is designed to be an online experience the whole piece is divided into a series of five short (if fairly tough) scenarios. The first one is set in the bar and throughout a few locations in the city, the second one is set in a frozen science lab and so on. Characters that died in one scenario may reappear in the next one without any explanation. Basically each chapter has no relevance to the other – hence a feeling of disjointedness.



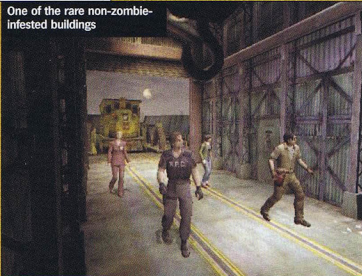
Why do they always look so dirty? Isn't there a zombie dry cleaner?

DUDE, I DON'T FEEL SO GOOD

To give the already fairly hectic proceedings a healthy dose of "ticking clock" tension, the game now has an interesting feature where if a ghoul or monster manages to sink its teeth into you, you'll become infected with the T-Virus. The bottom right hand corner of the screen will then show your cell count as you slowly become infected. If it reaches 100% it's game over folks, and you've joined the ranks of the moaning zombies. Of course, it would be so much cooler if you could continue playing on as a zombie but that's just not going to happen for us.



One of the rare non-zombie-infested buildings



She may look innocent, well... actually she is, but being a waitress gives her the useful ability to mix herbs better than the other characters.



This would probably work in the game's favour if a group of you were playing but as a single player experience it's fairly unsatisfying. Why bother coming back and trying again when, really, it doesn't matter all that much? To use a film analogy, *Outbreak* feels like you've gone into the cinema expecting *Night of the Living Dead* and instead copped *A Bunch of Short Films That Are Sort of About Zombies and Stuff*. Not so bad if you were prepared in advance but certainly not what you were expecting.

OUT OF CONTROL

It's not all doom and gloom, however, as *Outbreak* does feature a decent control system for the first time in a *Res Evil* game. There'll be no turning on the spot for the canny gamer this time. Finally Capcom has designed to allow us to use the analogue stick and this does make traversing the deadly streets of Raccoon City a lot more enjoyable. Also, additions like the ability to help an injured friend by picking them up off the ground, play numerous different characters (see A GAME WITH CHARACTER... S) and interact with other people is nice. However the game's human AI is rather thick, so even when you use the right analogue stick to yell commands encouraging others to help you, run away and so forth, they're often ignored or misinterpreted. Other than that, the title plays like business as usual with scant amounts of ammo to find, doors to unlock, puzzles to solve and various types of herb to pick up to heal ailments.

Perhaps the most disappointing feature, due to the whole no-online-debacle, is the much-touted ability to turn into a zombie. For those not familiar with it, basically when your character dies in an online game you get to play a zombie for a short time. This is a cool idea and was probably a lot of fun.

We don't know. We'd have to call a friend in America or something because you can't do it in the single player game.

REQUIEM FOR A DREAM

Resident Evil: Outbreak is not a bad game. Rabid fans of *Resident Evil* will probably overlook the thin plot and rejoice in the variety of characters, beautiful graphics, smart zombies and unlockable treats. It's just that this title could have been so much more and, for reasons beyond the comprehension of seemingly anyone, Australia has to yet again put up with a product that is not all that it could have been.

If the online feature had been included we might be looking at a 9 or even a 10, here [reviews from the States have been positively glowing] but wandering around in the dark with a bunch of not-too-bright CPUs in an essentially plotless adventure was not the *Outbreak* we were hoping to catch. By all means try the game, you might like it, but beware of the simple fact that you're forking out good money for a product that isn't all there. Those of you who manage to justify the existence of the rather woeful *Gun Survivor Res Evil* games will probably manage to see the diamond in the rough. The rest should save their pennies for *Silent Hill 4*. **A** Anthony O'Connor

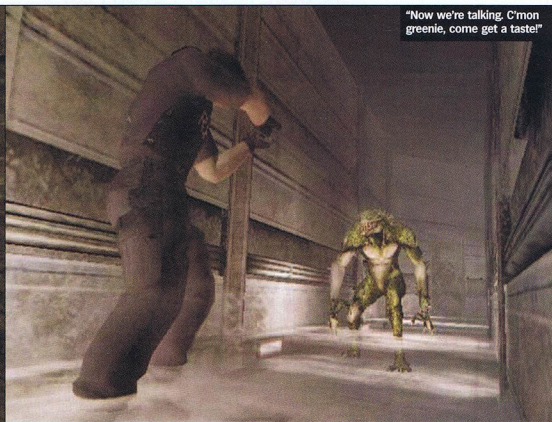
OFFICIAL VERDICT

Graphics	09	Beautiful to behold. Best looking <i>Res Evil</i> ever
Sound	08	Stilted voice acting, but evocative music samples
Gameplay	07	Slightly streamlined version of what we expected
Lifespan	07	Quite hard, but does contain loads of unlockables

Hardcore *Res Evil* types will love it no matter what. The rest of us will want to know where the rest of the game is.

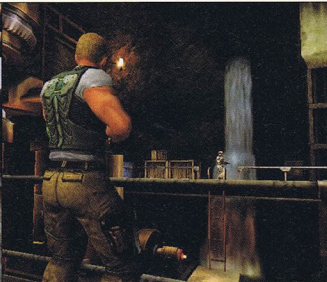
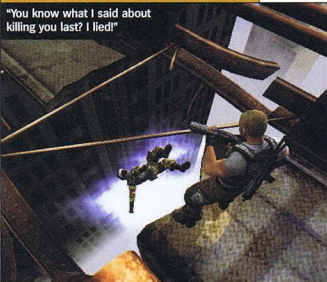


"I have to shoot a zombie moth? Who wrote this crap?"



"Now we're talking. C'mon greenie, come get a taste!"

"You know what I said about killing you last? I lied!"



THIRD-PERSON ACTION

PSI-OPS: THE MINDGATE CONSPIRACY

Hmm... I could've sworn I left my keys in here somewhere



Not even our third eye could have seen this surprise gem coming...

DETAILS

DISTRIBUTOR: **SONY**
DEVELOPER: **MIDWAY**
PRICE: **TBC**
PLAYERS: **1-2**
OUT: **NOW**
WEBSITE: **PSIOPS.MIDWAY.COM**
60HZ MODE: **NO**
WIDESCREEN: **NO**
SURROUND SOUND: **NO**
ONLINE: **NO**

BACK STORY

Psi-Ops was originally being developed under the cringe-worthy moniker of ESPionage. Midway has had somewhat of a turbulent time on the PS2 – Arctic Thunder, anyone? But along with other recent quality titles such as The Suffering, Midway certainly seems to be building up some steam.

On a lot of ways, those Jedi folk have got it made. Who among us wouldn't want the power of The Force; convincing your dog to get you another beer with a mere wave of your fingers, plucking the TV remote through the air from across the room without getting off the couch or even mind-controlling George Lucas into making a decent Star Wars prequel? But there are drawbacks to joining the Jedi Order; you have to swear off contact with the opposite sex and adopt a ridiculous hairstyle for starters. If only The Force could be applied to the Everyman... Well it has been, at least if by 'Everyman' you mean 'square-jawed military killing machine' – which is still closer to where we want to be than Hayden bloody Christensen. With Psi-Ops, Midway has managed to take the reasonably staid genre of the third-person stealth/shooter and turned it on its ear by adding psychic powers to the usual arsenal of shotguns and assault rifles. It's an addition that impacts dramatically on the gameplay and, coupled with top quality level design, gives you seemingly limitless options in disposing of enemies by manipulating your surroundings.

YE OLDE MEMORY LOSS PLOT

Lt. Nick Stryer is your typical action hero type who is assigned to lead a strike team with the UN Anti-Terrorist Corps in an infiltration of the diabolical terrorist group, 'The Movement'. Or at least, that's what he believes.

However, as the game progresses through the initial levels, it is revealed that Nick is in fact a PSI-Agent working for the secret government organisation known simply as 'Mindgate', who had his memory wiped and his psychic abilities removed in order to bypass The Movement's PSI probes.

As Nick's memory returns, playable flashbacks are triggered which take you back to the training facility where he learned his psychic powers. These tutorials are brief and are placed nicely throughout the game to gradually build on the psychic experience. You start off guns blazing out of your holding cell in the enemy facility like so many other action titles, but with the incremental addition of the Psi powers the gameplay soon affords you a feeling of being more than a man, and closer to some sort of AK-wielding god of destruction.

Telekinesis certainly turns you into a cockier type of action hero. At one point you may come upon a guard with his back to you. Sure, you could pop him in the back of the head with your silenced pistol; make it a quick and painless death. But that's far too easy, so instead you use your freaky mind powers to hurl him into the flames of a nearby furnace. Then, once his screaming subsides, you levitate his burning body and throw it at the group of guards that just arrived to investigate the commotion, setting them all alight. Or instead of this, maybe you just levitate a canister of flammable gas over his head, and then when he turns

MIND GAMES



TELEKINESIS

Gives you the ability to pick up people and objects, then move, throw or smash them.



PYROKINESIS

Allows you to launch a wall of fire that ignites everything in its path.



MIND DRAIN

Is the ability to drain Psi energy from enemies, which kills the victim.



REMOTE VIEWING

Allows you to go "out of body" and see ahead in new areas to plan your attack.



MIND CONTROL

Let's you control the bodies of enemies, and make them do your bidding.

BETTER THAN

SYNTH FILTER: TOS

WORSE THAN

HAVING REAL PSYCHIC POWERS

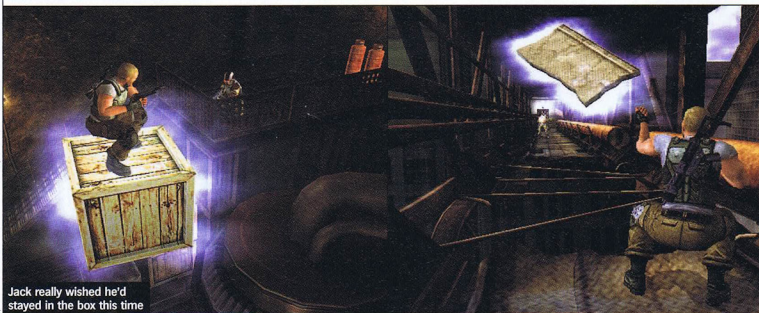
LAB TEST

What they nailed this time

Real-world physics and supernatural Psi powers

What they need to fix

It's a little on the short side, enemies occasionally spawn at random



Jack really wished he'd stayed in the box this time

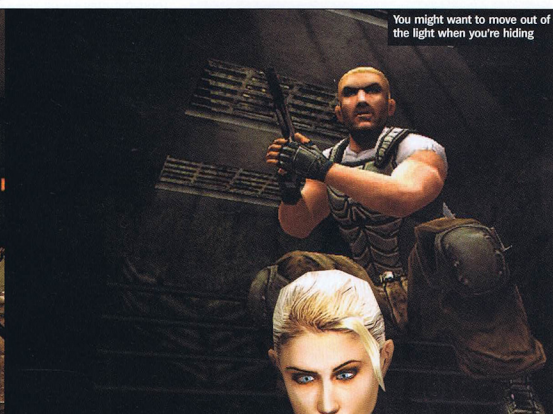
Get ready for that
popping sound

SILVER
PlayStation 2
OFFICIAL MAGAZINE PARTNER

**WANT MORE
PSI-GAMING?**
Turn to page 44 to check
out *Second Sight*. It's
so identical to *Psi-Ops*
that we're convinced
the developers have
real psychic
powers.



Looks like the bad guys are
just as bad shots as ever



You might want to move out of
the light when you're hiding.

around, you shoot it. Boom!

In *Psi-Ops*, everything becomes a weapon to be used against the enemy – even other enemies. An enemy takes cover behind a crate; you push the crate back towards him until it crushes him against a wall. An enemy stands beside an open window; you pull the

“Everything becomes a weapon to be used against the enemy – even other enemies”

window cover down, squashing the enemy's upper body like a limbed-nut in a giant nutcracker. Even the act of lifting an enemy guard, shooting them for a moment and then thrusting them skull-first into a nearby concrete pylon is enough to fill you with an immense sense of gratification and power.

A BATTLE OF WITS

But don't think for a moment you'll just be having your wicked way with mindless drones the whole time. Boss fights pit you up against rogue PSI-Agents that each specialise in one of your Psi powers. Their specialty powers go beyond the strength of yours; for example, the Master of Telekinesis, Edgar Barrett, can move huge fuel tanks with his mind while you're limited to lifting only midsized objects. So a confrontation with one of the big guys can turn into a Darth Vader-style tussle, with metal

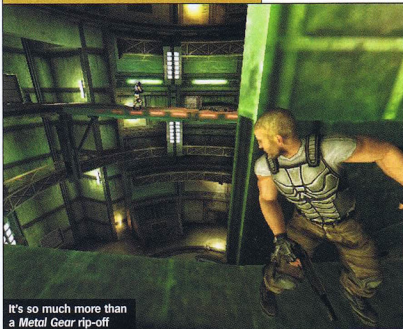
girders being ripped off walls and pieces of garbage whirling around the place. Bosses are usually bullet-proof, meaning you have to beat them at their own psychic game to win.

The boss characters are individual and completely over the top and a lot of the cut-scenes are quite funny, although often you're laughing at them rather than with them. Think of them as bad guys in a *Dr Evil* sense. There is plenty of dialogue from the bosses in cut-scenes along with the cries from the many soldiers as you crush them by the dozen. The voice work is mostly good, with just the occasional line falling flat.

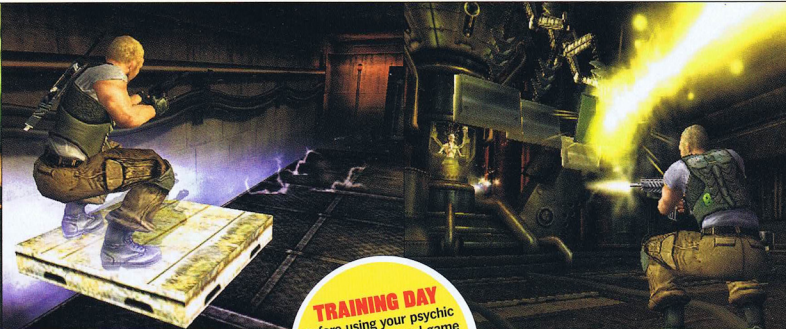
CONTROLLING YOUR THOUGHTS

Rather than have some horrible menu intruding on the action for you to choose your psychic powers from, *Psi-Ops* has them all within a press of a button at any time thanks to the well designed controller layout. The tight controls definitely assist in giving you the feeling that you're a Jedi with a machine gun, equally able to blow someone away with your gun or flip them on their ass and set fire to them with your mind at any moment. Aside from the supernatural abilities, Nick has all the moves of your standard action hero. He can run, strafe, jump, crouch behind objects and press his back against walls to peer around corners. Telekinesis is achieved by aiming the targeting reticule over the object you wish to move and pressing and holding the **LB** button. The harder you press the button, the higher the object is levitated. You can then move the object around with the right stick, and then throw the object by releasing **LB**.





It's so much more than a Metal Gear rip-off



TRAINING DAY
Before using your psychic powers in the real game, why not try the Star Trek-style hold-deck training mode where you can practise on 3D dummies.

TWO HEADS AREN'T BETTER THAN ONE



Among the many unlockable bonuses in Psi-Ops is a two player mode. Sweet! Two player telekinesis deathmatches? Not so fast there, it's co-op mode only. Cool! One player can levitate a guard in the air while the other launches crates and metal beams at them? Wrong again. Unfortunately the bonus two-player co-op mode means you both control Nick, one player controls his movement and aiming while the other controls his shooting and TK powers. Needless to say it sucks. We'd be more annoyed if the single player game wasn't so magnificent.

Though it may sound like a gimmick, you never really get tired of TK, as the environments are designed in a way that is conducive to creative killin' – from deadly, exposed blades of a cooling fan at the end of a corridor to the awkwardly stacked rubble perched above a cluster of villains. It never feels scripted, and in every situation there are so many different ways to tackle things, depending on your own imagination.

Following the trend towards realism that a lot of action games have shown in recent years, Psi-Ops' spoon-bending hero Nick is limited to carrying only two weapons at a time, rather than keeping a small country's entire military budget in his backpack. The weapons on offer are completely standard – they range from a silenced pistol and machine guns to grenades, rocket launchers and the obligatory sniper rifle. They all serve their purpose and function perfectly well, but would you rather snipe a guard at the top of a lookout tower with a rifle like so many other games, or carry him helplessly over the railing with TK and release him; dropping him onto an explosive barrel

glass door battering ram-style, until they eventually smashed into the room and we were able to step over their bodies and carry on our way. You can also use TK to pull medipacks and

weapons that are on high shelves or otherwise out-of-reach places directly into your hands. Other instances, such as leaving your body with Remote Viewing in order to see the pass code for a locked door by travelling through the door into the next room, or climbing aboard a crate to TK surf it up to an unreachable ledge all combine to keep things fresh and interesting throughout the entire Psi-Ops experience.

THIRD EYE BLIND

While there's no doubt that Psi-Ops is a very good game, it still remains far from perfect. Aside from the camera being noticeably lazy at times, the most glaring fault is the habit of enemies to spawn completely at random and out of thin air. In many instances throughout the game you'll run down a corridor and find an empty dead end, and as soon as you turn around you'll have a couple of enemies shooting you in the back, apparently out of nowhere. Now, unless these guys have teleporting abilities that are never accounted for in the cut-scenes, we reckon that this is a pretty frustrating error on the developer's part.

Visually, Psi-Ops can best be described as consistent. The environments are smoothly textured and the framerate is solid as a rock, but it doesn't stand out as the best looking PS2 game you've ever seen if you're merely looking at static screenshots. The physics and animation are what make Psi-Ops truly memorable; the bodies of the characters are impressively articulated – none of this comical floppiness that we're used to with the *Hitman* series – and react exactly how they should when tossed into a wall or down a flight of stairs. Inanimate objects also have believable weight properties – you can stack a pile of crates unevenly and then watch them sway and finally collapse under gravity exactly as they should. The lighting effects such as the fire and electricity are all very well presented, and the little touches like blood splatting on nearby walls after a sniper-rifle headshot are the icing on the cake.

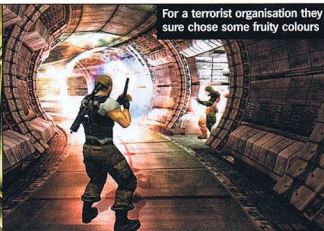
"Best physics engine ever in a PS2 game? We struggle to think of any better"

one hundred metres below? While it's true that your arsenal quickly takes a back seat to your Psi powers, it's still great when you use them in tandem. Levitate an enemy and use him as a human shield against the bullets from other enemies, then finish him off with a shotgun blast to the face sending him cartwheeling through the air. Best physics engine ever in a PS2 game? We struggle to think of any better.

Not only are your Psi powers used for killing, but there are plenty of puzzles to solve with them too. At one moment we walked into a small chamber and a thick glass door closed behind us. Poisoned gas started filtering into the room through the air vents, but there was nothing in the room to break the glass door with. So instead, we used TK to pull enemy soldiers watching outside into the



Can you spot the robot in this picture?



For a terrorist organisation they sure chose some fruity colours

"I'm going to throw you into those spinning blades and you're going to scream a lot. Okay?"



Psi-Ops offers you a compelling action experience that you really can't find anywhere else. Even stealth seems cooler in Psi-Ops; other games let you creep up behind guards, grab them and snap their necks. Yawn. Psi-Ops lets you creep up behind them and drain their "mind energy" while their body convulses until their heads explode like Claret-filled balloons. Nice. We would have liked to have seen the precision of the telekinesis increased to allow you to choose more specific targets, like pulling a gun right out of an enemy's hand and shooting them with it, but that's just nit-picking, really.

For the game-buying public to assume that Psi-Ops is 'just another third-person shooter' and therefore overlook it would be an absolute tragedy. If you're a fan of Star Wars or you've ever read a comic book and wished you had super powers, then you'll fall in love with the supreme supernatural strengths that you'll find at your fingertips, and the refreshing change from the usual shooter fare. As we're confident that we're not going to see millions of dollars spent marketing the game in this country, we're going to say it on behalf of the developers – if there's only one game you're going to play this winter, make it Psi-Ops: The Mindgate Conspiracy. **A** Tristan Ogilvie

OFFICIAL VERDICT

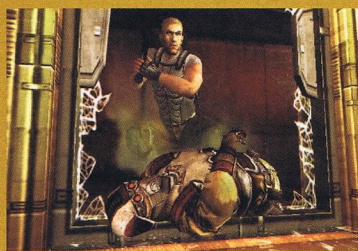
Graphics	08	First class animation and physics
Sound	07	Melodramatic music, cool head-popping sounds
Gameplay	09	Out-Jedis any Star Wars title ever released
Lifespan	07	It's a tad short, but there's a long list of unlockables

Takes the third-person shooter genre, levitates it in the air and makes it spank itself involuntarily.

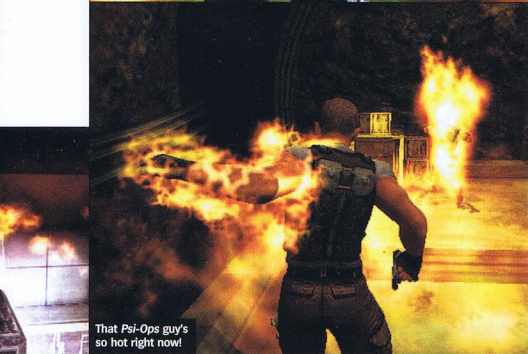
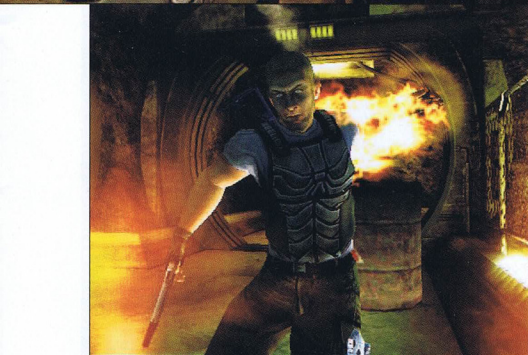
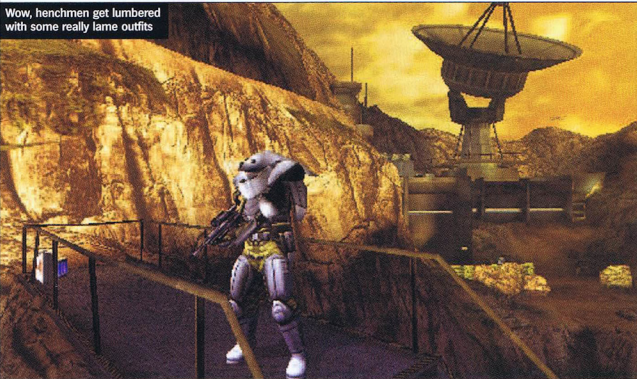
09

WREAKING SOME HAVOC

Aside from using motion capture technology for all the characters in the game, Psi-Ops uses the Havoc 2.0 physics engine to further enhance the realism and provide believable, real-world reactions to your unbelievable actions. Havoc physics have been employed in a number of popular PC games, and in Psi-Ops the bodies ragdoll naturally, broken wooden crates fracture and splinter realistically and punctured gas canisters propel across the room exactly how they should. Experiment – throw guys and watch them crumple on the floor, drop things and observe the properties of virtual-gravity. It's a nice little touch that smooths over the gap between playing a game and completely and utterly losing yourself in the action. Shhh – listen, you hear that? That's Isaac Newton NOT spinning around in his grave.



Wow, henchmen get lumbered with some really lame outfits



That Psi-Ops guy's so not right now!

Richie takes *Mashed* very seriously
— he won't even take the helmet off

This track will test
even the best racers

RACING

MASHED

Road rage to the power of FOUR

DETAILS

DISTRIBUTOR: RED ANT
DEVELOPER: SUPERSONIC
PRICE: TBC
PLAYERS: 1-4
OUT: NOW
WEBSITE: WWW.GETMASHED.NET
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO
ONLINE: NO

BACK STORY

Pixar's *A Bug's Life* may have made Antz its box office bitch but the movie was still entertaining in its own right and it had plenty of hi-tech computer graphics, so it was no surprise that it was turned into a PS2 game. Choosing to make *Antz* into a kart racing game (*Antz Extreme Racing*) may have been one of the dodgier licensing decisions but the gameplay was solid and Supersonic has gone on to produce the similar but vastly superior *Mashed*.

BETTER THAN

MICRO MACHINES

WORSE THAN

A REAL FOURSOME

LAB TEST

What they nailed this time

Addictive multiplayer gameplay. If only all games were this fun!

What they need to fix

The single player game. Make it more than three hours long next time

Unless you're a big sports fan there hasn't really been a totally compelling reason to own a MultiTap so far. *TimeSplitters 2* is pretty great but when your buddies came around for a match they could always just bring their own PS2s and link them together. *ATV Offroad Fury* and even last month's *Athens 2004* were both addictive but they were still totally playable as two-player games. With *Mashed* though, it's all or nothing. Plug a MultiTap in and crowd your friends around the TV and you've got the most addictive multiplayer game on PS2, but try it as a single player or two-player game and you won't even be scratching the surface.

If you think of our humble planet as a metaphor for the racing genre, then *Gran Turismo* would be set in a nuclear research lab, where head scientist Kazunori masterfully combines painstakingly detailed research and physics to create the ultimate simulation. On the other side of this planet, *Mashed* would be set around a dimly lit poker table where a punch-up has just broken out. A good game of *Mashed* involves a little bit of strategy in knowing your opponent well enough to predict their tactics, but mostly it's about being the sneakiest and nastiest driver on the road, then laughing or swearing your head off — depending on whether you're winning or losing.

Taking advantage of Criterion's sexy *Burnout 2* engine, *Mashed*'s 13 tracks may not be pretty enough to make *Gran Turismo* run to the plastic surgeon, but they're more than slick enough to get the job done and they offer up the sort of variety you never get in traditional racers. A quick session with *Mashed* will see you hooning through bustling highways, Egyptian ruins, icy tundras, abandoned industrial districts and everything in between. There's even a variety of weather conditions from sandstorms to bucketing down rain.

The tracks soon fade into the background, though, because *Mashed* is much more about the conflict between the cars than negotiating around tough tracks. Like the *Micro Machines* games, *Mashed* puts every car (up to four of them) on the one screen and simply kills off any cars that can't keep up. This means the camera follows the car in first place and any cars that fall further than 100m behind the lead car are blown to bits. It's not game over when you blow up though because each loss only costs you a couple of points. Even if you're down to one point and the leader is up to nine points it's still possible to fight your way back to the top spot.

And the best way to fight back is with the devastating range of weapons on offer. Lying around the track you'll find chainguns, mines, guided missiles, oil slicks and so much more. Nothing is more satisfying

YA MUM
There be cars and there be racing, and there even be a single-player mode, but what this game is about is that good ol' competitive spirit. And dissin' your mates' mums.

SILVER
PlayStation 2
SILVER MASHED VERSION

00:15:57

MICROSCOPIC MULTIPLAYER

When it comes to pick-up-and-play multiplayer fun, few racing games have been able to touch Codemasters' *Micro Machines* series. Despite numerous titles in the series appearing, the games have never become a huge success. The fundamentals of *Mashed* are almost identical to *Micro Machines*, but we're hoping that its life-size instead of Matchbox car setting, real weapons instead of frying pans and rubber bands power-ups and sexy 3D graphics will see the concept finally hit the mark.



It looks calm but wait until the race starts



than coming from last place to fire a clip full of bullets into one car, ram into another car and nudge it off a cliff, blow the last car into scrap metal with a missile and scream across the finish line.

Maybe you're the sort of freak of nature who enjoys a game more when your friends win because of that inner glow you get from seeing others being happy... but we doubt it. We're glad that there are people like that out there making the world a better place but we're pretty sure that you, like us, enjoy a game so much more when you taste sweet, sweet victory yourself, leaving behind the twisted and smoking wrecks of your mates' cars. Just make sure you've got a thick skin because the trash-talking will fly hard and fast. **Narayan Pattison**

OFFICIAL VERDICT

Graphics **9.5** Hardly cutting edge but perfectly suited to the action
Sound **8.5** Very forgettable tunes
Gameplay **10** If Supersonic could bottle this it'd take over the world
Life span **9.5** Years — provided you've always got friends nearby

The perfect multiplayer racer, but make sure you've got a MultiTap and three friends!

09

Yes, we know it's not as pretty as NFS Underground



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singstar



fun, anyone?
PlayStation 2



RACING SIM

FORMULA ONE 04

This one needs to head back to the pits

DETAILS

DISTRIBUTOR: SCEA
DEVELOPER:
SCEE STUDIOS LIVERPOOL
PRICE: \$99.95
PLAYERS: 1-2 (MULTI ONLINE)
OUT: NOW
WEBSITE: WWW.SCEE.COM
60HZ MODE: NO
WIDESCREEN: YES
SURROUND SOUND: NO
ONLINE: YES

BACK STORY

SCEE's Studios Liverpool has racing in its blood. The studio has been responsible for Formula One 2003 and 2001, as well as the ultra fast Wipeout Fusion. C'mon guys, how about trying something new next time?

BETTER THAN

INDYCAR SERIES

WORSE THAN

FORMULA ONE 2003

LAD TEST

What they nailed this time

You'll swear you're really driving around the Melbourne track

What they need to fix

Driving mechanics - An F1 car should drive like an F1 car damn it

Whenver you see the words "Official License" splashed on a game cover like pepperoni on a pizza then you know you're going to get an authentic experience.

Formula One 04 is authentic in that it features all the official tracks from this season, including the new Bahrain and Shanghai circuits, as well as all 10 official racing teams. While this is all well and good, the only feature that doesn't seem authentic is the gameplay.

It seems as though SCEE has dropped down a gear with the racing physics for F1 04. Being a simulation, you'd expect the car to react and handle exactly like its real-life counterpart, but in F1 04, it doesn't. The racing aspect is a lot more forgiving than, say, a Gran Turismo game, which relies heavily on simulation. Surprisingly, F1 feels quite similar to Need for Speed Underground's arcade racing style.

NO CRASHING OR BURNING

In F1 04, you can take corners as fast as you want and not skid out, cut across patches of grass and not lose too much speed and bounce off walls without transforming into a ball of fire. That's right, there are still no crash mechanics in F1 04, and even if you thrash the hell out of the car, you still won't cause any damage to the mechanics, leaving you driving as smoothly as you

did when you started the race. It appears as though instead of simulating an F1 race where skill and precision is what's needed in order to win, SCEE has decided to try and reach a wider audience by designing a racer that simply requires you to reach the finish line by any means necessary. So if you're all about cutting corners, bumping other drivers off the track and driving like Stevie Wonder, then you can do so here with some of the fastest cars on the planet. But if you're a F1 enthusiast who likes to use

The only feature that doesn't seem authentic is the gameplay

your skills to catch the chequered flag, then you'll find those skills will be sadly wasted here.

Another disappointment is that there are only three single player modes: Arcade, Simulation and Career. Arcade mode is similar to any street racer out there in that there's fast cars, cool tracks and an annoying commentator who, if you saw in real life, you would not brake for [and who tells you that you've damaged your car, when it is quite obvious that you have not]. Simulation is not much different except that there's no





Have these guys even played Burnout 3?



annoying commentator and the AI vehicles drive a little bit better. However, this mode does let you experience a big racing event without having to delve into the Career mode. You'll start off in your garage with your vehicle and be able to participate in practise races, qualifying rounds and, of course, the big event. You can also tune your vehicle to perfection if you don't think your pit crew is doing its job; however if you do decide to have a fiddle, you'll have to be paying a lot of attention to notice any difference.

Fortunately, SCEE does get its ass into gear with the Career mode. You begin the career by choosing what your racer will look like. After creating your driver, you'll immediately start living the life of a real F1 racer. Your first task is to score a spot with a team, which you'll do by hitting the track and showing your moves. You will need to show some of that skill during these trials in order to get picked up by a team, but once you've signed your contract you can go back to being your favourite driver from *World's Scariest Police Chases*. After securing a contract you need to keep the directors happy or you'll be dropped faster than a sad Xbox owner on a first date. The Career mode does a much better job of capturing what it's all about to be a F1 driver, so if you've ever wanted to be like one of your racing heroes, then *Formula One 04* gives you the chance to keep the dream alive.

If your other dream involves hotties like Brooke Burke, then you'll be just as impressed with the visuals in *F1 04*. Each of the 18 tracks look very similar to their real-life counterparts, so if you've ever done a lap of any of the circuits after the event then you'll notice that every shrub, tree and advertising logo is exactly

where it should be. You can definitely tell SCEE has put a lot of effort into recreating each individual location rather than just throwing in last year's track and changing the ads to suit this year's season.

THREE'S A CROWD

Multiplayer wise, *F1 04* offers two-player head-to-head competition in both the Arcade and Simulation modes. While the Arcade mode is great if you want a quick race, Simulation is the pick of the bunch for F1 enthusiasts as it puts you through the same trials as a real race driver. You'll start off tuning your vehicle, then qualifying for a position and finally putting the pedal to the metal. The only thing you'll end up missing out on is the podium ceremony where everyone sprays champagne, which is probably just as well. *F1 04* is also online enabled, so you'll be able to jump online and represent your country against other racers.

F1 racers traditionally have a relatively small audience, so you can't blame SCEE for trying to broaden the market by concentrating on speed and action over simulation. However, in doing so SCEE has sacrificed the main things that F1 racing is all about; skill, precision... and cooking marshmallows off your flaming car after a really big crash. While the Career mode allows players to live out their F1 dreams without wearing a dorky helmet, you'll still need to deal with racing mechanics that will leave you as frustrated as Michael Schumacher with a blown engine. If you can't live without those new tracks and updated teams then you know what you have to do, but the rest of us should favour a few more laps with last year's model. **A Paul Frew**

OFFICIAL VERDICT

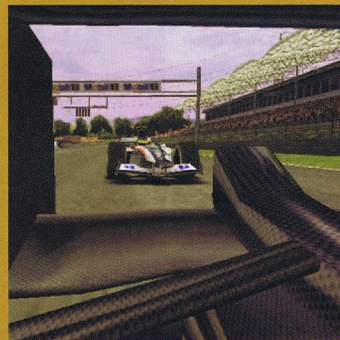
Graphics	08	The visuals are as sweet as Cameron Diaz's ass
Sound	06	Standard F1 engine noises and generic rock tunes
Gameplay	05	Removes everything F1 racing is all about
Lifespan	07	Career mode is fairly deep and will keep fans happy

If you can get past the driving mechanics, then *Formula One 04* provides some fun.



CRASH AND BE WELL

Once again you will not be able to live out your dreams of skidding into the barrier and going up in a cloud of smoke. Instead *F1 04* replaces the crash scenes with possibly the most un-fun feature in gaming. In the Simulation and Career modes, instead of you getting torched, the race will just end and the results board will appear on screen. Come on SCEE, WE WANT TO SEE BLOOD!



REPLAY
Sato
BAR Honda

C'mon guys, how about a bit of crash damage?



Tidier than a box of CDs!
Much, much tidier ...

Studio : Select Artist

Fabulous **The Ones**

Sean Paul DJ Marky

Spoon Dunn **Mike Ke**

OutKast

1000

MTV
MG3

Remixer ▲ Studio ▲ Playlist Files Options

Select Close R2 Help

Show the stars of today how it's really done...

DISTRIBUTOR: ATARI
DEVELOPER: CODEMASTERS
PRICE: \$79.95
PLAYERS: 1
OUT: NOW
WEBSITE:
WWW.CODEMASTERS.CO.UK
60HZ MODE: YES
WIDESCREEN: NO
SURROUND SOUND: NO
ONLINE: NO

Take a world renowned music channel, one fistful of licensed tracks and veteran developer Codemasters and you've got a pretty good recipe for some quality music editing software.

To really get down and dirty, you have to step into Studio mode. Here you can pull apart each track piece by piece, for just a minor modification or even a redesign from the ground up with whole new samples from the vast library you have to select from. With a few button presses you can weave together a track without breaking a sweat. Samples are

For budding DJs with an interest in dance music or the Dee Oh Dubba Gizzle, you can't go far wrong with MMG3. Though a few more licensed tracks would've been nice, the ease with which you can pick it up and start mixing is absolutely awesome. **A Nick O'Shea**

Graphics	08	Slick, stylish menus and mesmerising visuals
Sound	08	Phat tracks and a vast vault of samples
Gameplay	08	Easier to pick up than <i>Big Brother's Terri</i>
Life span	07	Only limited to your imagination... and patience

MTV3 is a great way to get into the subtleties of remixing. It's time to get your groove on.

"I'm so hip I can't see past my pelvis"

GETTIN' JIGGY
It seems these days that everyone's doing music games. MTV Music Generator was among the first of the new school, and the benefit of experience shows

LAB TEST

What they need to fix

The sampler interface could do with a few tweaks

The ability to take samples from your own music CDs is brilliant, but it could have been a little better implemented. Without the ability to preview the track you're sampling, it can be a bit like groping around in the dark for the right sound, and can take a few tries. Once you have recorded it, though, you can chop the sample so it cues cleanly with ease.

SampleBase

Barr: 1
Category: Riffs

Drums
kick1

Bass
bass1

Riffs
dog vox 1

Voicebank
singing1

ToolBox
Snap > Off
Beat > Off
Reverse
Record Start
Record Stop
Stutter Slow
Stutter Fast
Undo All

Select Close Help

Back

Bars
2

Choose Category
Vocals

Finish

Stretch : 118.0 %

0s 1s 2s 3s 4s 5s 6s

BRONZE
PlayStation 2

Nope, nothing to do with Rupert "The Ripper"

DVD PLAYER HUNGRY?



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X DETAILS

DISTRIBUTOR: ATARI
DEVELOPER: BANDAI
PRICE: \$99.95
PLAYERS: 1
OUT: NOW
WEBSITE: WWW.DOTHACK.COM
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: YES
ONLINE: NO

X BACK STORY

.hack//INFECTION, the first instalment of the *.hack* game series, introduced the nifty concept of the game-within-a-game. It's also part of a story with multiple paths, spanning print and television media as well as the game titles.

X RPG

.HACK//MUTATION PART 2

Mutant Factor: zero

If you had any ideas about how this game was going to be cool and new and exciting and full of lots of butterflies, get that out of your head right now. Quite aside from the butterflies, which are NON-EXISTENT, it's all been done before. Surprised? You shouldn't be. Allow us to refer you back to *.hack//INFECTION* (Part 1).

If you played the first instalment of the four-part series, you will recognise the entire gameplay experience, from logging into The World from a simulated entry page to the battle system. If you didn't play *INFECTION*, then you'll probably find *MUTATION* to be complete gibberish.

For starters, the story starts at the point where it left off, meaning you've missed all the pivotal plot details from the start of the story. Secondly, there are no tutorials whatsoever. This game isn't a sequel – it's a continuation of one game in four parts. Also, the saves from the previous game ports over, meaning, if you played the first game, you can keep your cool items and your levels and your saved keywords, making the transition from one game to another all the more seamless. If you haven't kept your save, the characters will start out at a higher level and with pretty neat equipment anyway, but if this is the first time you've picked up *.hack*, put it down and go get the other one. Go on. Shoo. You're not going to have much fun with this one unless you do it properly.

Now, *INFECTION* had some definite playability and a way cool concept. It wasn't the best RPG we'd ever clapped our eyes on, but it wasn't half bad, either. If *MUTATION* were a stand-alone game, we'd say the same thing – not amazing, but still not too shabby. But it's not. And now that we've seen that the gameplay includes no real upgrades, we're starting to entertain serious doubts as to whether the game can hold our attention.

There are new areas, new enemies and new characters to join your party, but as none of the gameplay issues from *INFECTION* have been addressed,

these additions aren't really enough. There are new enemies, but the AI is still very dim; there are new areas, but the movement of the camera is still clunky; there are new characters, but did you really need any more? And while there are new items and weapons to collect, as well as new music and wallpapers for your ALTIMIT desktop, the dungeon-crawling offers absolutely nothing new in the terms of gameplay experience, which might see you yawning as you try to stave off the boredom.

Nevertheless, there's still a bit of fun to be had playing *.hack//MUTATION*, and it's nice to see the pace of the story finally pick up and start to head in a definite direction. Just be warned, though – if you're playing for the story, the similarity between this game and the last doesn't bode well for the scope of the next two, and you have to seriously consider whether it's worth the money that's gonna need a-spendin'. **A. Michelle Starr**

OFFICIAL VERDICT

Graphics	05	Not flash the first time, and not that flash now
Sound	07	Repetitive, but easy to tune out
Gameplay	04	Been there, done that, bought the souvenir
Life span	04	The story is the only thing that keeps it afloat

Only the most die-hard fans will get anything out of this game; it excludes anyone who hasn't played the first one.

05

RABBIT CHEESE TISSUE



By combining random keywords, you can access all sorts of areas for general item collection and levelling up. Each area is accessed by entering three keywords, and each of the words impacts upon where you end up. For example, one word will put you in a sunny day and another will mean the enemies are strong. You can get to some really good loot by experimenting.



BETTER THAN

EPHEMERAL PHANTASIA

WORSE THAN

.HACK//INFECTION (PART 1)

LAB TEST

What they nailed this time

The story is truly engrossing... if that's your thing

What they need to fix

Make it REALLY new and not just half-arsed-pretend-new



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Recommended viewing for your PlayStation 2 cinema system



Shouldn't it be called Funny Movie 3?

Scary Movie 3

Director: David Zucker **Starring:** Charlie Sheen, Anna Faris, Simon Rex, Regina King, Anthony Anderson, Leslie Nielsen **Distributor:** Buena Vista **Rating:** M15+ **Out:** September 15 **Price:** TBC



FILM: The first flick was about ribbing horror films. The second satirised supernatural movies. And now, creepy science fiction

blockbusters like *The Ring* and *Signs* get a good jesting as the *Scary Movie* series makes its third outing.

This second sequel is quite different to the first two. It's less lewd, and encompasses more PG style sight-gag humour. In addition, the film brings back accomplished rib-tickler David Zucker to replace the Wayans brothers. And while some will welcome the change of guard, no one will be able to disagree that this is a pretty lacklustre effort.

The only cast members to return

from the first films are Regina King and Anna Faris. The rest are mainly folks that have either worked with the Zucker gang on previous projects or familiar faces like Pam Anderson, Queen Latifah, Denise Richards and Anthony Anderson.

It's evident the *Scary Movie* series has finally run its course but Hollywood obviously doesn't care: it has just greenlit *Scary Movie 4*. **5/10**

EXTRAS: Good commentary, very funny outtakes and deleted scenes and two impressive featurettes. **9/10**

VERDICT: It's a fairly middling movie experience but the extras alone make it well worth adding to your DVD collection – especially if *Scary Movie 1* and *2* are already sitting on your shelf. **B- CM**

EXTRA! EXTRA!

Cut it out!

Ah, deleted scenes – that curious phenomenon which seems to be contrived just for the extras section on a DVD. In some cases, it's a damned shame they didn't make the final cut, in favour of some of the scenes which did. Plus, you get a nice bit of insight into what the director originally planned for the film. Make sure you check out the deleted scenes from *Scary Movie 3*, especially the alternate ending – which may have been a better choice.



Pitch Black

Director: David Twohy **Starring:** Vin Diesel, Radha Mitchell, Cole Hauser, Keith David **Distributor:** Universal **Rating:** MA15+ **Out:** Now **Price:** \$28.95



FILM: A commercial passenger craft crashes on a desert planet. Most of the crew is killed on impact, but a few survive: serial killer Riddick (Diesel), bounty hunter Johns (Hauser), ship's second in command Fry (Mitchell), antiques dealer Paris (Fitz-Gerald), a black Muslim man, Abu (David) and a selection of kids. Going in search of water, they find an abandoned settlement complex. They also find something interesting: an eclipse is about to plunge the planet into darkness. And the planet's indigenous life – light-sensitive carnivores – can now come out and feed. Ironically, the group must rely on Riddick – who has had surgery to give him night vision – for survival.

Pitch Black is a visceral movie, and remains Vin Diesel's best to date. The characters are surprising – there is no clear hero, and the personalities are complex. Also, considering the film's budget, the special effects are astounding.

Pitch Black needed a competent script editor. This person could have ironed out the flaws in the aliens' behaviour, encouraged more of the science to be explained, and spotted the dents in the film's credibility. This editor could also have slashed the corny one-liners. **6/10**

EXTRAS: One or two interesting featurettes and a lot of plugs for the game and sequel. **6/10**

VERDICT: The 'bonus features' are laughable. Without exception, this is only one to buy for the movie. **B- KA**



Who's afraid of the dark?

EXTRA! EXTRA!

He's back!

Without exception, crazy-dude Riddick is Vin Diesel's best character to date. Vin Diesel thought so, too. That's why he brought the character back for a sequel, *The Chronicles of Riddick*, and a prequel in the form of a game. What you might not know is that Diesel, a long-time gamer, added more than his voice, face and character to the game. He also used his own games developer, Tigon, to help with the creation.



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Secret Window

Directors: David Koepp **Starring:** Johnny Depp, John Turturro, Maria Bello, Timothy Hutton **Distributor:** Columbia **Rating:** M15+ **Out:** Now **Price:** \$36.95



FILM: Bearing every trademark of a King story, *Secret Window* is about a writer, Mort Rainey (Depp), who is going through a bitter divorce after busting his wife in bed with another man, Ted (Hutton). Living out on Tashmore Lake, Rainey is suffering writer's block and spends most of his time either sleeping or eating corn chips.

One day there's a knock at the door and a southern gentleman wearing a large black hat, John Shooter, accuses Rainey of plagiarising one of his stories. It can't be true; Shooter claims he wrote his manuscript in 1997 and Rainey had the story published in a magazine in 1994. But Shooter won't take no for an answer – first making verbal threats, then going to increasingly violent lengths to make Rainey “set things right”.

Judged as a King adaptation, *Secret Window* fares quite well. Depp is his usual engaging self in

the sort of quirky role he eats for breakfast, and even John Turturro is watchable in spite of an unconvincing accent. The plot is faithful to the book and the second half of the movie provides a long string of tension.

Two things slide it down the rating scale. First, the glacier-speed setup will try the patience of many viewers. Second, it relies on its twist ending for impact – and if you've read the novella, the impact is nil. Also, once you know its secret, there's little aside from Depp to bring you back for a second viewing. Not as bad as some have made out, but hardly a revolutionary film. **6/10**

EXTRAS: Mediocre director's commentary, some unexplained deleted scenes and three featurettes, only one of which is decent. **6/10**

VERDICT: This is one for Depp fans only to buy. Casual viewers should rent – they can learn the plot twist, listen to the commentary, then take it back to the video store. **B- KA**



Depp nails the quirky role with ease

EXTRA! EXTRA!

Goooo books!

“Books are about what people think or feel,” notes Koepp in the Director's Commentary. Quite often, movie adaptations don't do the books they're based on justice, so it's a nice surprise when one turns out okay. However, there's nothing like curling up in a big armchair with a good book on a cold day, and you get to pick up on all the nuances you missed in the movie. Steven King is a truly chilling writer, so do yourself a favour – go to the library, pick up a few of his titles, and spend a screenless day catching up with one of the true masters of horror. You know you want to.



Agent Cody Banks 2: Destination London

Director: Kevin Allen **Starring:** Frankie Muniz, Anthony Anderson, Cynthia Stevenson, Hannah Spearritt, Daniel Roebuck, Keith David, Anna Chancellor **Distributor:** MGM **Rating:** PG **Out:** September 15 **Price:** \$28.95



FILM: The fairly self-explanatory *Agent Cody Banks 2: Destination London* has our young 007 enlisted by the agency to track down a former agent who's planning to do bad things with a mind-control microchip in London.

The film begins at a CIA summer camp where they teach children how to be spies. While there, Cody Banks accidentally helps an agent gone bad (Keith Allen) to escape from the agency's grasp. So, the director of the CIA (Keith David) needs the junior spy to go and catch the villain before he obliterates London.

Anthony Anderson (Kangaroo Jack) takes the place of previous sidekick (Angle Harmon) this time around, and former Brit pop-singer Hannah Spearritt stands in for Hilary Duff as

“the girl Frankie's gotta kiss by the end”.

Cody Banks 2 feels rushed. The laughs are almost non-existent, the story is about a quarter as good as the first, the support cast is about as enthused as a funeral party (moppet Spearritt is so lacking in life it's a wonder someone didn't call a hearse) and the cool gadgets have been thinned down.

Frankie Muniz's days as a top tyke star are coming to an abrupt end, and *Agent Cody Banks 2* is solid proof of that. **5/10**

EXTRAS: An interactive quiz, annoying cast commentary, boring featurette, deleted scenes and a photo gallery. Woo. **3/10**

VERDICT: There are quite a few extras but they're about as enjoyable as a crap-flavoured lollipop. Rent it for the kids, but don't let them talk you into buying it. **B- KA**



If only Malcolm had stayed in the middle...

EXTRA! EXTRA!

Playin' the foo'

We all love games, but most interactive DVD games aren't worth the time of day to a hardcore gamer. The interactive game on *Agent Cody Banks 2* is even worse than that. It's obviously for the lillies, but it probably won't do anything for their attention deficit disorders. Now and then the movie pauses and poses a question about the scene that has just played. If you get it right, you're congratulated and... that's it. If you get it wrong, they give you a couple more chances. Don't bother with it if you're over the age of 12. Seriously.



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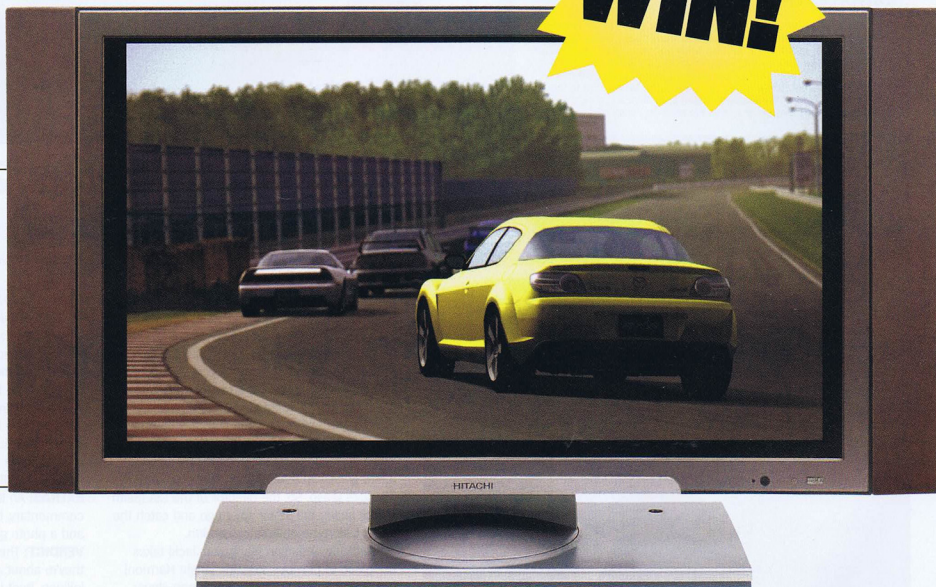
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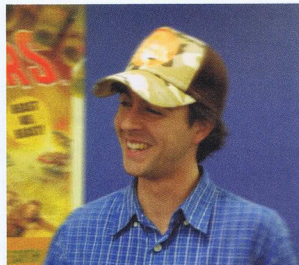
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RE-BOOT

Spies and Samurai are put in their place this month!



While Solid Snake has been kicking back on an extended vacation, we've been treated to the fine stealth sneakery of *Splinter Cell* and its stellar sequel, *Pandora Tomorrow*. Fun it might be, but it's also tougher than a steroid-pumping bouncer who's just caught you putting the moves on his mum. And that's where we come in. This month we've busted *Pandora Tomorrow* wide open and detailed expert tactics for every single mission. And once you've finished with Sammy, why not check out our super sharp *Onimusha 3* guide? Happy gaming

James Ellis

JAMES ELLIS
Tips Editor

IN RE-BOOT THIS MONTH...

80...	SPLINTER CELL: PANDORA	TACTICS
80...	TOMORROW	TACTICS
86...	ONIMUSHA 3	TACTICS
92...	SPIDER-MAN 2	TIPS
92...	DRIVER 3	TIPS
92...	TRANSFORMERS	TIPS
92...	SMASH COURT TENNIS 2	TIPS

MAKING FISHER'S MISSION IMPOSSIBLE, EASY

SPLINTER CELL: PANDORA TOMORROW

We break down every last mission for you

GENERAL TIPS

■ HIDE THE EVIDENCE

Nothing is more frustrating than being within spitting distance of completing a mission when an alarm is raised for seemingly no reason. This is often because the body of one of your previous victims has been discovered. Whenever you knock a guard out make sure you drag the body into the shadows.

■ SWAT THEM

Sam's learnt a sneaky new move since the last game. Whenever he needs to get past an open doorway, Sam can perform a SWAT turn to fling himself past the doorway without being seen. Master this move quicksmart.

■ SHADOW OF DOUBT

Sam's not too bad in a scrap but it's always better if he can

simply avoid being seen by his enemies. Stick to the shadows whenever possible and keep an eye on your light meter to stay invisible.

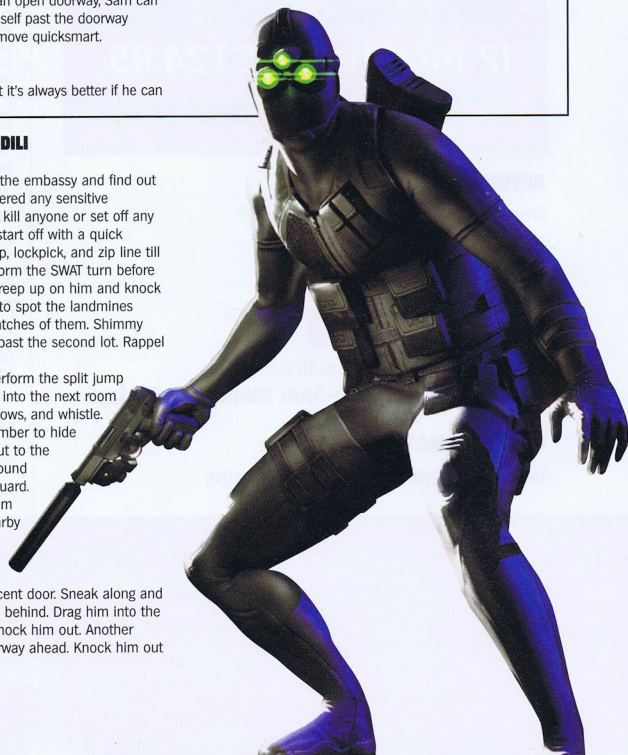
■ EAVESDROPPING IS GOOD

Shooting first and asking questions later works well in the movies but in this game it can be a big mistake. If you wait and listen to the conversations of nearby guards before you pop a cap in them, you can learn plenty of useful bits of intel that will help you later in the mission.

MISSION ONE: US EMBASSY, DILI INFILTRATE THE EMBASSY

Your objective here is to infiltrate the embassy and find out if the Darah Dan Doa have discovered any sensitive information. You're not allowed to kill anyone or set off any alarms – so don't be seen. You'll start off with a quick training section. Climb, slide, creep, lockpick, and zip line till you come to the first enemy. Perform the SWAT turn before shooting out the adjacent light. Creep up on him and knock him out. Use your thermal vision to spot the landmines ahead. Note that there are two batches of them. Shimmy along the ledge to the left to get past the second lot. Rappel down the next wall.

Follow the instructions and perform the split jump to reach the higher ledge. Shuffle into the next room with the lamp, hide in some shadows, and whistle. KO the investigating guard. Remember to hide his body in the darkness. Move out to the balcony and drop down to the ground below. Ahead is a stream and a guard. Wade into the middle of the stream and creep left. Make sure the nearby guard doesn't spot you. To make things easier, shoot out the light on the bridge that's beaming into the grass. Enter through the adjacent door. Sneak along and grab the next guard you see from behind. Drag him into the darkness, interrogate him, then knock him out. Another guard will then exit from the doorway ahead. Knock him out



DOUBLE DISPATCH

It's time for shock tactics

You'll often come to junctions where it will be necessary to dispatch two guards. However, it can be tough to redirect your aim for the second guard before he sounds an alarm. To make things easier, have a sticky shocker equipped and shoot the first target in the head before hitting the second with the shocker. This way you can hit the second target anywhere on the body and take him out quickly.

It's always easier if you're targets are sitting down



and hide his body. Climb the pole over the wall.

RECOVER/DESTROY SECURITY INTELLIGENCE

Climb up to the top of the balcony and creep under the window ledge, walking slowly over the shattered glass. Wait for Sadono to exit the room before performing a SWAT turn past the open doorway. Climb around till you get outside the room where Douglas is being interrogated. Knock out the guard and speak to Douglas. Shoot out the light in the room and open the nearby door. Knock out the guard and head downstairs. Shoot the light above the stairs. Down here the area is quite dark. Sneak past the guards to the back left corner of the room, down the corridor, and through the doors.

You'll be outside. When the spotlight comes around, stay in it and move to the building over the other side of the courtyard. Move into the near door and creep up to the top floor. Sneak up to the guard and knock him out. Walk into the next room and speak to Pam Grier-look-a-like, Ingrid. From this point you can kill any guerrillas you come up against. Walk onto the roof and rappel down to the ground. Take out the two guerrillas, turn off both power generators, kill the final guerrilla on the wooden platform, and move to the boat at the end of the jetty.

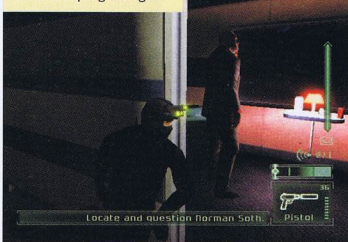
MISSION TWO:

SAULNIER CRYOGENICS LAB, PARIS

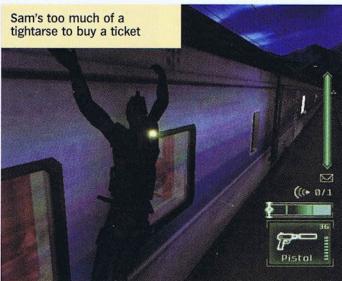
IDENTIFY SADONO'S CHIEF MERCENARY

Slide down the ladder and shoot out the light. Slowly back up against the left wall, move along to the end, and shoot the guard to the left. Be extra sure you hide all bodies in this level. Climb the ladder at the back of the

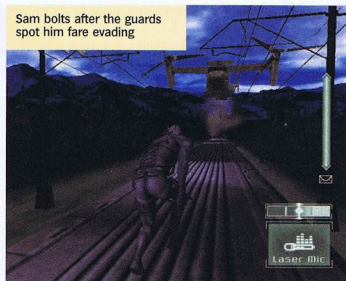
When is he going to wise up to those stupid green lights?



Sam's too much of a tightarse to buy a ticket



Sam bolts after the guards spot him fare evading



train and move along the roof till you have to drop down. Watch out you're not in front of any grates (when a train speeds by you'll be spotted). Use your whistle to lure the guards at the end into the carriage's darkness for a KO, one at a time. Walk around and shoot the pipe near the valve to extinguish the flames. Check the next room with your optic cable (OC), then move in and KO the guard when he's near the door or in the shadows. Don't let the camera above the red light spot you - shoot it! Use your OC on the next door. Enter when both men are on the right side of the room, then shoot out the light directly ahead. Use that cover to lure them towards you for knocking out or killing. Pick the lock on the next door.

Turn off the light in this room and move into the next. As soon as the terrorists switch the light on, shoot it out. Now creep past them by staying behind the front counter near the faulty fan. Keep to the left as you pick the next door's lock. Quickly shoot the two terrorists before they destroy all the computers. Move back to the hallway and shoot out the light. Take down the two terrorists using bullets and something fast like a sticky shocker so the other bloke doesn't sound an alarm. Or grab one and use him as a human shield as you shoot the other one. Mind you, sometimes they just run away. Pick the lock on the door to the left and defuse the bomb. Creep past the red motion detector. Kill the guards in the rooms along the next corridor and move into the server room and shoot all the cameras. Access the computer terminal.

Nice one, Sam, they'll never spot you there

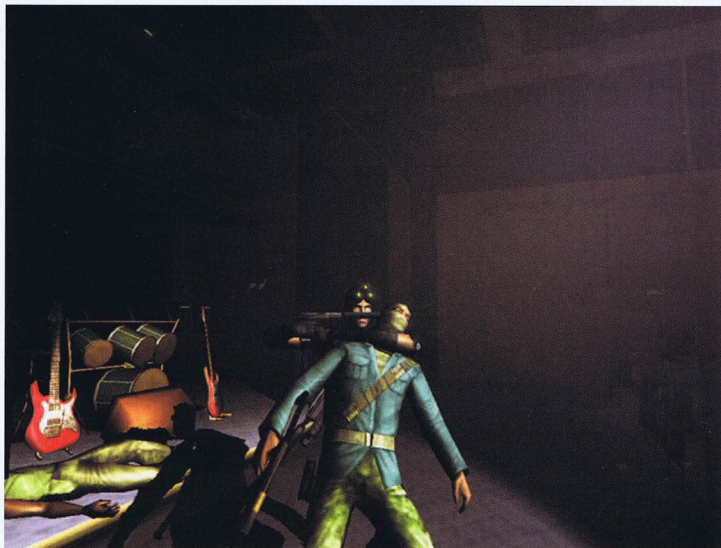


FIND SOME FRENCH BRAINS

Move through the keypad-locked door [2457]. Shuffle into the next room and wait till there's only one guard beyond the door. Shoot out the nearby medical lamp and lure the guard away from the motion detector into the dark room. Take him out. Use your OC on the next door and wait for the guards to disappear. Shoot the camera and disarm the wall mine (deactivate it when the light is green).

MEET FRANCOIS COLDEBOEUF

Use your OC on the next door and enter the room when



TRY WHISTLING THIS

Making sweet music

When you encounter enemies make sure you've got a large dark area to move around in. Use your whistle or any objects you find to lure a guard towards you. Once he's nearby, grab him from behind. Don't deliver the knockout blow till any surrounding guards have moved away, as they may hear the noise. Also, try not to lure more than one guard towards you at any one time.

Sam whistles while playing murder in the dark

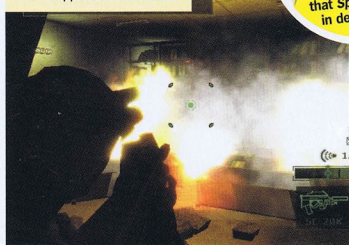


neither guard is looking. Take them both out and access the locked door (7562). Creep into the cool room and take out the nearby guard. Pick the next door and lure the first guard on the gantry to your end. Take him out, then shoot the second from long distance. Disarm the wall mine ahead and move down the vent in the adjacent room to locate Francois. Jump up into the vent and shoot the steaming pipe near the guards below. Get to the van for extraction.

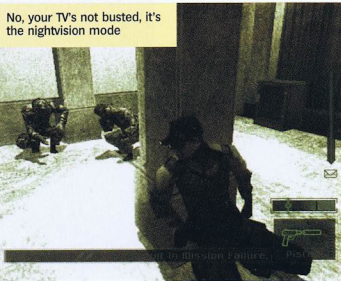
MISSION THREE: HESPERIA RAILWAYS, PARIS TO NICE MEET NORMAN SOTH

Drop down into the train and shoot out the lights. Knock out the attendant when he comes to investigate the barking dog. Move into the next carriage and down the trap door. When you emerge, shoot out the light and unlock the side doors. Sneak out, turn off the carriage lights, and hide in the shadows in the adjacent section. When the old man investigates, quickly knock him out. Hide him near the side door and climb outside. Make sure no one sees you as you shimmy along. The only one to be concerned with is the lady who stares out the window, but she soon goes to sleep. Re-enter the train and move ahead. Shoot out the light in the next section and wait for the attendant to move back down the carriage. Back up along the right wall and SWAT turn past the first doorway, then freeze. An old man will walk out of his room then move back in again. Continue and enter the next door on the right and speak to Soth. Hack the laptop and move up to the next carriage.

Sam stands in for Trump to tell the Apprentice he's 'fired'!



No, your TV's not busted, it's the nightvision mode



When you enter the room with Soth, duck into the dark cranny on the right and point your laser mic at Soth. When Soth and one of the goons leaves, knock out the remaining goon and continue ahead to the next carriage. Climb the ladder then jump onto the Osprey's rope.

MISSION FOUR: GEULA DISTRICT STREET MARKET, JERUSALEM RETRIEVE YOUR SC-20K

Head up the stairs and to the left, avoiding the two guards using the abundant shadows and using the SWAT turn to get past the civilian's open door on the left. When you get to the next corner, back up against the wall to the left and peer around to spot the next policeman. Follow him around, keeping to the shadows. Hug the left wall and climb the pipe. You'll zip line to a ledge. Wait for the cop to get rid of the civilian, then avoiding the remaining officer, drop down and move around to the room on the right and down the stairs. Use the first grunt as a human shield and shoot the second. Speak to your contact to get the SC20K. Move up the stairs and through the door on the right.

LOCATE DAHLIA TAL

Shoot out the light, double jump, then whistle to lure the guard underneath you before dropping down on top of him. Go left and shoot out the three lights. Dodge the civilians, shoot the light around the corner, climb the pipe, and drop down to the windowsill. Climb into the room and make sure the shadow on your left disappears before you move to the next windowsill and drop down to the ground. Use the abundant darkness in this area to keep out of sight of the next three cops. Creep up to the next cop around the corner and knock him out. As soon as you move around the next corner, shoot the two lights ahead. Now manoeuvre past the three guards and climb the pipe. Sneak around the ledges and drop down in front of the dark door.

After walking through the door climb the nearby pipe that leads to a zip line. You'll land near Dahlia.

After talking with her, shoot the two lights that you can see ahead. Follow her around some corners. Hide in the shadows while she deals with any nosy cops. Eventually you'll get to some Muslim worshippers. Use SWAT turns to move from behind pillar-to-pillar without being detected.

Tail Dahlia as you've been doing. Soon you'll come through a door and there'll be a long sheltered area to your right. A cop will be standing there with his back to you. Follow him as he starts his patrol, then grab him when he stops. Knock him out. Another cop is around the next corner straight ahead; avoid him or render him unconscious. Climb the pipe and sneak around through the house. Climb the next pipe, move above Dahlia, shoot the light below, then rappel down. Knock out the next guard who talks to Dahlia or just avoid him. Get in the lift and kill Dahlia!

RETRIEVE THE ND133

Sneak up on the guard ahead and put him away. Move

down the gantry and another guard will soon come your way; remember, you can use your bullets on these guys. Take him out. Climb over the fence and note the turret. Jump into the water and grab the nearby guard. Move around till you find the lab. Shoot the ND133 and get out of there. If you're spotted, back yourself into a dark corner and shoot it out. Remember to have a non-lethal projectile ready in case you run out of bullets mid firefight. Now get to the other lift in the adjacent room; it's probably being guarded – take out the grunt.

This next bit is tough. You've got to slip past three alert cops – and you can't kill them. You can lure them into the shadows and knock them out [use your whistle] or you could just do a runner into the alley, and if you don't get killed the mission will end successfully.

MISSION FIVE: REFINERY, KUNDANG NAVIGATE THE CAVES

Climb around and take the zip line up ahead. Keep moving ahead till you're above two grunts below. Drop down and stick to the left wall till you're behind the seated grunt. When the other turns away, grab him and knock him out in the shadows. Shoot the second guard, then rappel down into the caves. You'll have to climb down for a few metres till you get to a platform. From there, shoot the barking dog below when the guards moves away. Continue rappelling down then climb the beam up to get to the next section. Shoot out the lamp ahead then whistle to lure the nearby guard into the darkness for an easy kill. Hurry to the other side of the wooden platform when the patrolling guard isn't looking. Camp in the shadows, then grab him from behind when he turns to walk around the corner. Creep down the dim passage and lure the guard ahead to his doom. Climb the beam up to the ledge above.

PLANT EXPLOSIVES ON SADONO'S PLANE

Keep moving and talk to Shetland to get the explosives. Rappel down towards the campsite and keep as far right as you can. Sneak into the tent and grab the stationary guard. There's some ammo in here as well. Use your whistle to lure the second guard in the camp into the shadows. Continue on and hide behind the sandbag barrier. Wait for one of the soldiers ahead to die, then shoot the other from long distance. Use your thermal vision to detect and defuse the hidden mines. Watch out for guards, though. Walk past the grey truck, climb the fence, enter the hangar and turn the lights off. Descend the ladder then use your whistle to split the two guards. Use one as a human shield [grab him from behind] while you shoot the second. Plant the explosives on the plane.

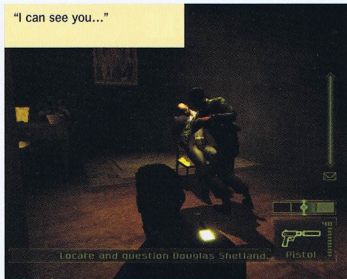
INFILTRATE THE VILLAGE

Quietly move out of the hangar and through the main gates. Creep up on the guard when he breaks off for a slash. Whistle to lure the second guard into the shadows, then move into the booth and raise the gate. Scoot under the tin against the left wall and get ready to snipe the guard and his dog (shoot the dog first). After they're dead, move ahead to find yourself in a campsite. There are three guards here: two on the ground and one in the

Sam even sneaks through the kitchen to get a snack



"I can see you..."



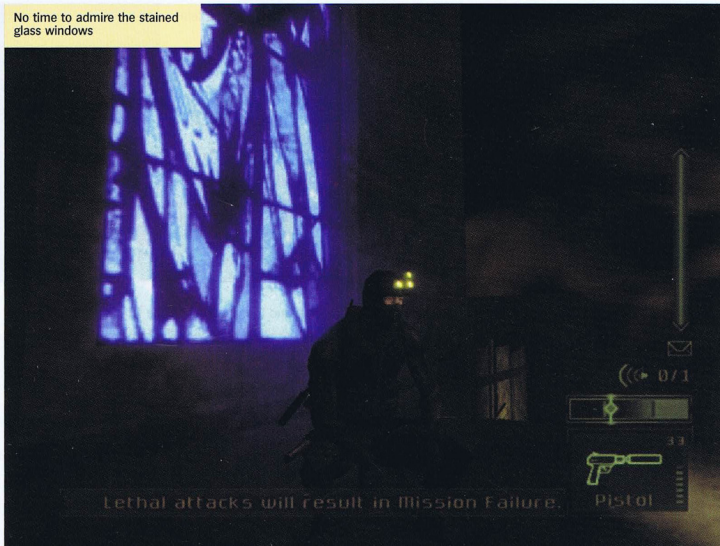
lookout. Lure the two ground guards into the shadows and take care of them. Snipe the one in the lookout, then climb up to his cooling corpse and take the zip line.

TRAIL SADONO

Wait for Sadono to move ahead, then lure one of the guards down to your passageway. Shoot him, then move up and shoot the guard atop the stairs. Hopefully Sadono will be too far ahead to hear you. Keep trailing Sadono, being careful to remain out of sight. He'll talk to a guard then enter a building. Shoot the guard, then move inside and upstairs. Go right and jump out the window to the ground below. Keep trailing Sadono, but keep your distance as he turns around every now and again. You'll come to an area with two guards: one on the ground, the other on a balcony. Wait for Sadono to move on then shoot the light on the balcony, then the lamp ahead of you. Quietly knockout the guard on the ground when he investigates the lamp, or just avoid him. Lift yourself up onto the crates and onto the balcony when the balcony guard isn't looking. Take out the balcony guard and move ahead. If all hell breaks lose, take the guards out quickly. You'll come to an area with a red truck. Fire a sticky camera at the building's wall on the left to overhear the passcode [1492]. Drop down to the ground and grab the patrolling guard from behind as he walks past. Sniper the second guard. Enter the building and descend down the trap door.

You'll see a patrolling guard directly ahead of you. When he moves to the left, hit him with an airfoil then grab him from behind while he's dazed. Drag him into the darkness and knock him out if the airfoil didn't. Drop

No time to admire the stained glass windows



down onto the guard below to KO him. Move up the stairs and hit the switch. Grab the guard when he comes to turn it back on. Take out the second guard with a sticky shocker. Sneak up and shoot the light ahead before turning the switch to your left. Silently take out the investigating guard as you see fit. Creep into the adjacent room; after Sadono leaves, a grunt will enter. Again, take him out quietly then speak to the pilot. He'll open the door for you. After you ascend the ladder, shoot

out the bulb above you. Wait for Sadono to double back into this room, then continue following him. You'll come to two grunts having a chat. Whistle to lure them both into the darkness – your world! Use one as a human shield and shoot the other. Climb the pipe ahead so you avoid the turret, and drop down through the trapdoor. You're often detected here – it's one of the game's clumsy moments. Move into the booth to your immediate right to buy yourself some time if you are. Either way, get ready to take down both nearby guards quickly. Shoot the guard using the punching bag and head on up the ladder.

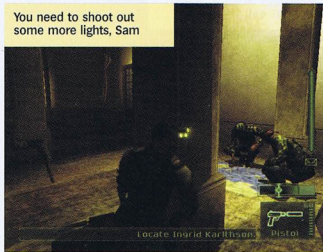
Next up, there's a couple of guards and turret. Lure one guard into the dark cranny where you entered the area and take him out. Shoot the second, then keep to the left and deactivate the turret. Move into the next room. In the next area there's a spotlight and a couple of patrolling guards. Duck into the dark area on your left, then lure them in there one at a time. Dodge the spotlight, then move past the villa's front doors [1492]. Sadono will be metres away from you. Remain behind the shutters and follow him as he makes his phone calls. When he leaves, shoot the main light in his office, then shoot the two cameras. Access Sadono's computer, then hide. Continue to the back of the villa and exit through the rear door. You'll be ambushed! Don't move till the snipers start firing on your enemies, then take out your gun and clean up any remaining guards. Run ahead to find the Osprey.

GHOST IN THE DARKNESS

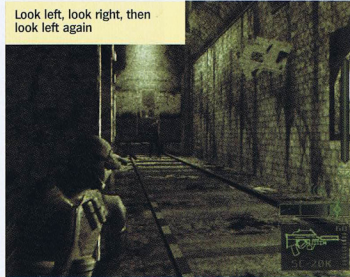
Check how visible you are

It can be tough to know how hidden you are just by looking at how dark you appear on the screen. You'll often be able to see yourself quite easily, but your light meter will tell you you're practically invisible. Trust the meter, because it's linked to the enemy AI. There will be times when you'll have to creep into and around areas that look bright, but will actually conceal you.

You need to shoot out some more lights, Sam



Look left, look right, then look left again



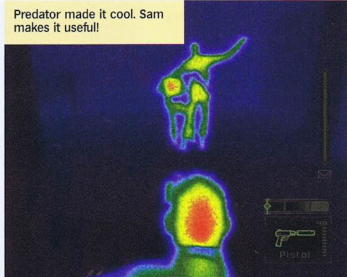


MISSION SIX: KOMODO SHIPYARD, KOMODO INFILTRATE THE CAVES

Lure the guard into the shadows and take him out. Keep to the left and dodge the laser. Move up onto the first platform you get to and move around till you're in another area with two guards and a laser. Shoot the nearby light, then lure the guards to you one at a time. Sneak ahead through the next doorway. You'll come to a couple of grunts sitting at a table. Shoot out the lamp on the ground ahead and lure them around to your dark corner one at a time – be sure to take them out silently. Keep to the left and move down along with the stream. Split jump up into the roof of the adjacent hut. Drop down and move through the whole in the wall. Eventually the guard who was having target practise will move to the left and just stand there. Keep hugging the left wall, climb the pole, and hand-over-hand to the hut's roof. Move to the back of the hut then descend the ladder. Enter the lift and go down. Exit the lift and move a couple of metres ahead, sticking to the left wall. When the two guards start walking ahead, duck down the right passageway. Grab the DDD from behind and interrogate him. With the DDD still held, use the computer. Knock out the DDD after the sub has been raised. One of the guards should have re-entered the room and be somewhere behind you. Find him quickly, then take him out with a silenced bullet. Move back into the next room and quickly shoot the guard at the computer. Continue on, go up the stairs, and grab the guard behind the door. You'll be in the massive sub room. Take a look and you'll see there are a few guards on surrounding platforms. Don't worry about them yet. Move around towards the right and you'll spot a trap door. Drop down the door and hand-over-hand to the platform. From here, snipe as many guards as you can – probably around three. Now zip line to the sub platform. You may have to shoot it out with guards when you get down there. Quickly jump into the submarine.

ACCESS THE SIXSIXS

Move ahead till you hear two guards talking. Duck into the dark nook on the right and wait for the patrolling guard to pass. Then continue on quietly, moving past the sleeping guard. After you go down the next ladder, SWAT



turn around the doorway on the left, and hit the switch. Now duck under the counter to the right of the room, and when the guard passes you to investigate, continue on. You'll come to a small square room with a bright light. Wait in here for a guard with a red beret to come in. Grab him and force him to use the retinal scanner ahead. Dump his body further up the passage where it's dark, then enter the room. Hide against the left wall behind the console and wait for one of the guards to get a coffee. Knockout the remaining guard. Use the computer and kill the guard who returns to the room. Creep on and take out the next guard. Climb the ladder.

GET TO EXTRACTION

The rest of the mission is a blast-a-thon. Take out the guard coming up the stairs, get to the bottom, then sniper the three guards who are hiding behind cover. Continue on, slide down the ladder, and it's mission accomplished.

MISSION SEVEN: TELEVISION FREE INDONESIA, JAKARTA INFILTRATE THE TV STATION

Note: keep an airfoil spare till you get to the showdown with Sadono at the end.

Now, get down to ground level, lure the first civilian towards you and knock him out. Creep up and grab the second civilian. KO him. Wait for the guard ahead to move away, then move to the flower bed. When he returns, grab him and KO him. Shoot out the light above, then move into the next area and shoot out the light illuminating the ladder to the left. When the guard is clear, climb the ladder, take the zip line, and scramble over the wire fence. Pick the lock, and slide down the cable inside.

Pick the door's lock and move out behind the van. Use your whistle to lure the guard around here then knock him out and hide him in the room you just exited. Move up a little further and repeat the deal to the next guard, or feel free to make your life easier and kill this guard with a headshot. Move to the left side of the gates and you'll find a space you can squeeze through. Move slowly and disable the wall mine on the other side. There are two patrolling guards in the next area. Find a place with good cover and lure the first one over for a silent dispatch. Sniper the second.

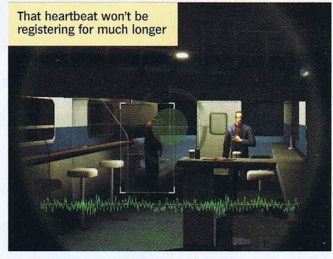
Climb down the ladder in front of the van. Use your camera jammer on the camera to your right. The next passageway is pretty dark. Use a sticky shocker on the first guard and shoot the second. Shoot out the bulb in the next room and use your camera jammer again to avoid security. Climb the ladder.

The next area requires savvy use of your vision modes and crack-shot timing. Observe the motion of the spotlights and dart from cover to cover, using your thermo to avoid mines. Climb over the fence when you can. If you're spotted, don't stress – it's only one alarm. SWAT turn to the locked door if you must. Once you've picked it, creep inside and KO the guard. There are two guards outside the next door. Lure both of them in here one at a time and take them out. Keep to the building's

THE AIR RIFLE

The truth about airfoils

The airfoil is your friend when trying to silently take out enemies. While you can knock out enemies without helmets straight away if you score a headshot, one of the airfoil's main advantages is that you can daze an enemy by hitting them in the back or chest before grabbing them from behind – the most silent way to dispatch an enemy. Use them on difficult enemies only, however.



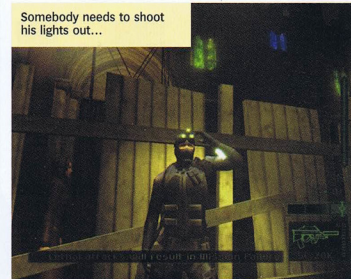
wall on the left and jump up into the small passageway nearby. Split jump up again, then shoot the shattered glass pane. Shoot the guard below and rappel inside the station. Kill the guard who comes out of the lift, and enter the lift yourself.

RECOVER SADONO ALIVE

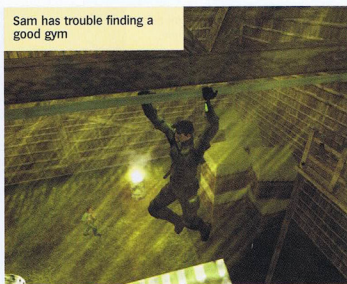
Creep around to the left and note the guard watching through the glass. There's another guard patrolling the corridor to the left. Wait for the first guard to turn his back, then grab the second guard to your left and knock him out. Wait for the right moment, then move through the adjacent door and shoot the first guard in the head. Split jump between the stacks of crates and move into the studio. Grab the overhead pipe and hand-over-hand backstage. When it's clear, drop down, shoot the light above the door, and move through it. Creep into the door on the left and grab the guard at the sound desk. Drag him to a dark corner and wait for the guard talking to Ingrid to move away, then knock out the guard in your arms and turn off the light. Speak to Ingrid and take out the final guard in the next room before he can raise an alarm. Follow Ingrid, disabling the turrets as you go. At one point she'll tell you to take the left-hand side of a passageway. A guard will come down and start talking to her, while another will remain at the other end. Eventually the guard she's talking to will be ordered to kill her – shoot him, then take out the second guard.

SADONO IN THE STUDIO

Take out the two guards who emerge ahead of you and continue onward to the corridor with the armoured



Sam has trouble finding a good gym



camera. Use your jammer to get down the other end, then follow the patrolling guard around and grab the soldier with the beret. Duck into the enclosed area on your right, and shoot the patrolling guard when he returns. Use the soldier to access the retinal scanner for you. Enter the room for a final showdown with Sadono. Take out the patrolling soldier you first see, then shoot the second when he comes to investigate. DO NOT SHOOT Sadono. You MUST shoot him in the chest with an airfoil, then move around behind him and grab him. If you knock him out you'll have to restart from the checkpoint. Drag him through a series of retinal scanners to Ingrid on the roof.

MISSOIN EIGHT: LAX INTERNATIONAL AIRPORT, LOS ANGELES NEUTRALISE SOTH AND THE FINAL ND133

Rush over the fence then wait for the truck in front of you to stop. Quickly jump in the back of the truck. Take a step off the back of the truck when it stops. There's a guard and a dog in front of you. Wait for them to move towards the carpark entrance then, when the guard in the booth isn't looking, jump up on top of the booth. You'll notice the guard below is a terrorist due to his high body temperature when using thermal vision. Shoot him and hide his body before the other guard returns. Enter the nearby door and turn off the room's light. Open the next door and quickly shoot out the light ahead. A woman will come out of the toilet on the right; dodge her, move into the toilet, turn off the light, and move up into the vent.

In the next room is an employee along with a terrorist. Shoot out a couple of the lights, then drop down to the floor. Grab the terrorist and knock him out. Knock out the employee before returning to shoot the unconscious terrorist in the head.

Jump on the centre conveyor belt and move into the next large room. Shoot out the two lights in here, one of which illuminates the gantry ahead. There are two terrorists in here: one on the ground ahead of you, and another to the left on top of the gantry. Use your whistle to attract the one on the ground into the shadows. After you knock him out, put a bullet in his head.

Now keep to the right of the room and climb the luggage shelves to get onto the gantry. When up here, knock out the security guard. Then move down the

Wow, that's some serious BO you've got there



GREEN IS BETTER
For those who thought the purely indoor levels of the first game were confined, SP2's jungle levels will be a breath of fresh air.

gantry and whistle to attract the attention of the next terrorist. Lure him into the shadows and kill him. Move through the next door and down the stairs.

From the safety of this doorway's shadows, shoot out the two cameras in the next area. Now wait for a large pile of luggage to come through on the left belt and hide behind them as they pass the window ahead on the left. Move around and take out the next camera. To get past the next luggage checker, shoot him with a shocker through the open window. Move down and shoot the next camera before going through the door and up the flight of stairs.

The next area sees you dodging a bunch of civilians. Back up along the right side of the travelator and move down the room. You're visible when passing the open panels in the wall, so make sure no one is looking as you pass them. Wait for a security guard to come and swap positions, then, when the way is clear, manoeuvre around and access the computer for the door code (5325), then go through it.

You'll see the terrorist ahead. Wait for him to finish his conversation and move, then shoot the hallway lights. When the terrorist comes back to investigate, shoot him. Use the camera jammer to safely move directly below the armoured camera, then shoot out the final light. Head through the door to save the clerk; hobble up behind the terrorist and hit him with your elbow to knock him out. Knock out the clerk too. Shoot the terrorist in the head and hide both bodies. Open the next door and hover in the doorway till the lecturer calls for a break. When the workers leave (move a few feet back when the worker hits the light switch), hug the right wall and move around to the door on the upper left corner. Head down the escalator on the right, hugging the wall to avoid the gaze of the camera. Now hug the right rail as you equip your thermo and use your binoculars to spot Soth below. Creep through the double doors a step or so and throw your chaff grenade at the camera to your right. When it's immobile, enter the lift and head up.

Shoot the hatch on top of the lift, then climb and jump to the ledge with the tampered panel. Drop down so your holding onto the ledge and then climb up and along the pipes till you're in the small passageway. Split jump to the next level. Climb around, shoot the grate, then jump into the vent. Blast your way through the next vent, then climb around till you get to some ladders. At the top, move to the middle lift and rappel down to it. Jump in the adjacent shaft.

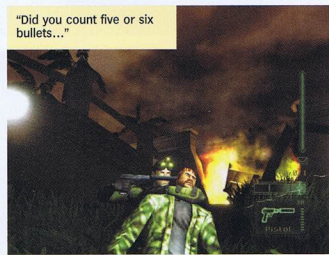
Get ready for the finale. There are two terrorists in here, not including Soth. The first is up on a higher gantry with Soth and the ND133, the second is near the maintenance men and is dressed as a white security guard. Drop down to the gantry below and shoot the second terrorist. Head towards where he was standing, taking the second left as you go. Move around to the left and climb two ladders to be on a high gantry. From here, shoot both Soth and the final terrorist. Sprint up to the ND133 before the counter winds down to complete the game. Give yourself a pat on the back.

BABY'S GOT A GUN

The power of the pistol

The pistol may seem like a mangy dog-stopper of a gun next to the SC20, but it's an essential piece of equipment. Use it over your rifle to shoot out lights and conserve rifle ammo. Also utilise its new laser scope to take the guesswork out of headshots. Just be aware that if an enemy is facing you and sees the laser on their head, they'll try to activate an alarm or retaliate. Sneaky is the key.

"Did you count five or six bullets..."



Looks like Sam's ripped off Solid Snake's cammo duds



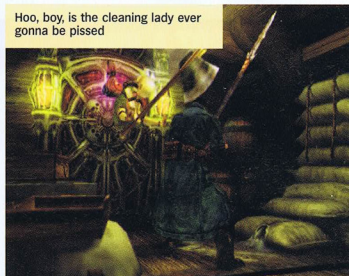
But, Sammy ... you said you LOVED me! What about our baby?



And then my pants just caught fire! But I'm really NOT a liar, I swear



Hoo, boy, is the cleaning lady ever gonna be pissed



Hey - you have an Oni glove - I have an Oni glove ... say, you're cute ...



LET OPS2 TEACH YOU THE WAY OF THE SAMURAI

ONIMUSHA 3: DEMON SIEGE

How to kick that Nobunaga's arse back to hell!

GENERAL TIPS

■ A VESTED INTEREST

Ako, your little fairy sidekick, wears a vest. Throughout the game, you'll find other vests of different colours which you can equip to her to help you out in various ways. Before you can equip them, though, you need to attach Eco Spirits to them. Hunt around every nook and cranny so that you can use Ako to your best advantage.

■ GETTING EVEN

If you time a block and attack or a dodge and attack perfectly, you'll execute a super attack that will wipe out everything within range. The right time is when the enemy is just about to hit you. It's pretty difficult to do, but the more counterattacks you pull off, the better your ranking at the end of the game.

■ I HAVE COME FOR YOUR SOUL!

There are a few different coloured souls that fly out from enemies when they die. The red souls can be used to upgrade your weapons, the yellow souls replenish your health, the blue souls replenish your magic and the big purple souls go into your Oni meter. Collect them all.

■ INTO THE DARK

The Dark Realm side missions are optional, but if you skip them, you miss out on some HOT items and some unlockable extras at the end of the game.

■ ALL THE WAY

The more you complete in the game, the better your rank and extras when you finish, so make sure you do all the training and open all the puzzle boxes. You get better percentages if you save less often too, but try to at least save before every boss.

JAPAN 1582 (SAMANOSUKE)

After watching the lovely opening FMV and the two scenes introducing the two main characters, you'll have control of Samanosuke outside the palace. Join in the fight against the genma and ninjas. You'll notice that you have fully leveled up weapons - make the most of them now, because you'll only have them for a very short period of time.

Use your bow to shoot down the guys firing arrows from the roof, and make your way up the stairs on the left. You'll see a save point [Magic Mirror] on the right, and just to the right of that is a nice cache of unlimited magic power refills. To the left of the Magic Mirror is a chest containing a herb, and there is a map in a chest on the left side of the courtyard. Dispatch the enemies - the big guys (Gorrs) will knock you flat, so block when you see them preparing to swing - and enter the building. Nobunaga sets his trained lackey, the disturbingly feminine-looking Ranmaru Mori, on you. He's pretty easy to defeat - just wale on him (remember to block!), and the hits you land on him in between his pansy-blocking should kill him in a very short space of time.

FRANCE 2004 (JACQUES)

Dispatch all the genma [Zolms] in this area with some tasty machine gun action.

FRANCE 2004 (SAMANOSUKE)

Break the crate on the right to get a Salve. If this is your second time through, you'll notice some glowy blobs on the ground - they're your weapons from last time. Go to the end of the alley and through the gate.

Help Jacques out of his sticky situation and make your way down into the subway, killing off those pesky Zolms as you go.

Break the box on the left and continue on through the tunnel and up the stairs. You are now at the base of the Arc de Triomphe. There are two ways to kill those nasty

THE MAGIC FAIRY BOX
Press when Ako yells for attention - it means she's spotted a box only she can open, or picked up an item that an enemy has dropped.

flying things that vomit acid all over you [Barthans] - use your bow [which uses up arrows], or stand and block until they dive, and then run over and kill them while they're on the ground.

Explore around the Arc. There's a very limited area to be explored, and the door that leads into the Arc on the right hand side seems to be locked. That leaves the three mysterious braziers. Press in front of them to reveal a hidden pathway to Samanosuke's coolest weapon - Tenso, the double swords.

When you head outside, you'll see a cut-scene involving some strange blonde woman (who, it later turns out, is Jacques' fiancée Michelle. Small world, eh?). She dashes off into the Arc and gets into trouble with a couple of nasty Zolm assassins. Come to the rescue, and head back inside the Arc when you're done. Kill the genma, pick up the key, and go up the stairs. Use the key you just picked up on the locked door to get inside.

Ignore the glowing red thing behind the rope - that's a Tengu chest, and you can't get to it just yet. On the table inside is a book, and around the corner you will see a Soul Statue. Kill the genma in the room before standing in front of it and pressing to collect the red souls in contains. To the right of the statue in the corner is a puzzle box [Puzzle Box 1].

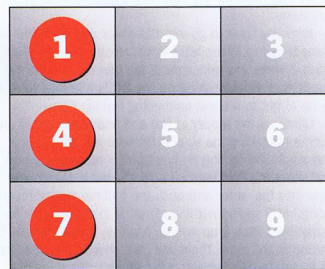
Continue around the room, opening the chest on the left along the way, then head up the stairs on the right for

That'll teach you to mention my bad hair day!



PUZZLE BOX 1

Move 1, 4 and 7 to get an Oni power jewel



your first boss battle.

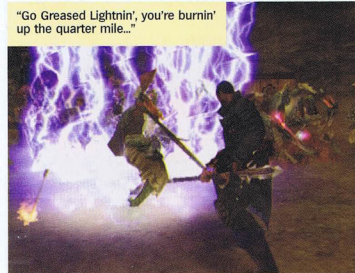
Brainstern is easy to beat. Use your newly acquired Tensu to wale on him by releasing one string of attacks followed by a blocking move that will cut off his attack. Once he's dead, collect your souls.

JAPAN 1582 (JACQUES)

Run down the path. If it's your second playthrough, Jacques does not retain any weapons, so don't bother looking for them. You'll be stopped by a cut-scene. Defeat the Gorr. You can try out some of the techniques described in the scroll you received just before the battle, but remember to block the monster's attacks – that ball can do some serious damage.

Watch the ensuing cut-scene and continue on down the path. When you come to a small clearing, ignore the genma grass on the left. You can't kill them yet, so continue down the right-hand path. And look who it is! But how did Samanosuke get here? Isn't he in Paris? What gives? Anyhoo, kill them genma zombies for a brief cut-scene, and make for the houses to get some loot. In the house on the left, break open the crate for an Eco Spirit (Captain Planet, anyone?), and open the chest behind it for a Herb. Go up the stairs to the

"Go Greased Lightnin', you're burnin' up the quarter mile..."



house on the right and pick up the scroll on the ground, then open the chest inside to get the blue vest for Ako. Go up the path in between the houses and around behind the right hand house to access a Tengu chest (press ⊗ when Ako calls for attention). Go up the stairs.

At the top, you'll see a strange shrine. Jacques and Samanosuke split up to search for the missing items. Take the path to the right of the shrine. Open the chest for a lesson on fireflies and firefly yourself across to the next ledge. Run to the end, and break open the crate to release more fireflies, and do some more swingin'. Open the chest for a map (hurrah!), and head down the ladder to the right. Run to the end of the walkway and open the chest containing the bronze mirror, then come back and break the crate to release the firefly that will get you back. There is a Tengu chest here, too, containing a Medicine. Make your way back to the shrine.

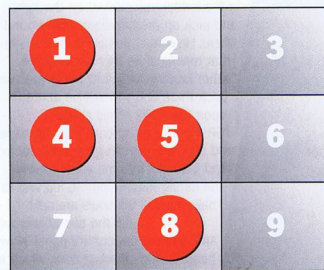
Defeat the genma and use the bronze mirror on the shrine to get Jacques' first magical weapon – Enja. Now you can cut those nasty grasses! First, we're going back to where you first saw them, on the path towards the houses.

When you get to the bottom of the stairs, you will encounter a new type of spiky genma – the Bazu. When they spin towards you, block. Defeat them all, and the soul-sucking ball, and continue on your way. Cut the grasses and defeat the Gorr to get to the chest containing a Gate Key. Turn around and go back.

When you get back to the houses, you'll see a Barthah carrying around a firefly. This lets you get onto the roof of the left hand house for an Oni magic jewel. Now head back up to the shrine and take the left hand path. Beat up the grass on the way for some souls, kill the genma when you get to the gate, use your new key on the door, and continue on. When you get to the building at the end, you'll find a puzzle box [Puzzle Box 2]. Now head through the double doors for a cut-scene and a boss fight. Marcellus is a little more difficult to beat than Brainstern. Firstly, save your magic attacks for when his shield is down – the second half of the battle. He guards pretty consistently (coward!), so the

PUZZLE BOX 2

Move 1, 4, 5 and 8 to receive the Oni power jewel. You're using these as you get them, yes? Good – no point in hoarding them



easiest way to land a hit is to swing on the firefly and get behind him with a jumping slash. When you've done quite a bit of damage, his sword will go all purple and glowy, and he'll use a special Thunder attack that you can't guard against. The only way to dodge is to time a firefly swing so that you're airborne when the attack lands. Use whatever you've got – magic attacks and Onimusha mode – to finish him off.

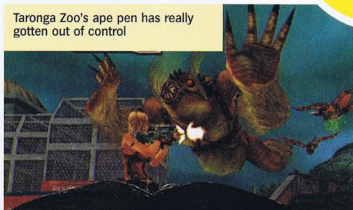
FRANCE 2004 (SAMANOSUKE)

Explore around the base of the Arc de Triomphe to collect a Tengu chest containing a First-Aid Kit, and then go back inside to the Observatory where you saw the Tengu chest behind the rope barrier earlier for some Flame Arrows. Now go back outside and head towards the subway. Around the sewer entrance, where you could not open the door, are some dead men. Search their bodies for the sewer key and use it on the door. A new genma, slug-like Zolworms, infest this area. They take a few hits to defeat, and then they break apart into smaller slugs that you can kill by walking over. So squish the little buggers and head right. Go through the first door you come across to trigger a cut-scene. On one of the

There's nothing funnier than a topless monster



Taranga Zoo's ape pen has really gotten out of control



BREAKIN' OUT
If you fall over or get grabbed by an enemy and you're having trouble breaking free, try rotating the left stick for a quicker recovery.

control panels is a memo, so pick it up, and go over to the other panel to activate the power in the sewers. Go out of the room and continue right. You'll come to a bridge which is standing up. Press the red button nearby to bring it down, and cross over. Open the chest on the left, head around to the right and go through the door. Kill all the Zolworms in here. Michelle will help you by shooting at them, so if you're low on health, hang back and let her do most of the work. Break the barrel to get an Eco Spirit and open the chest further in the room to release a Gadgemallo. Defeat it for a Salve, then head to the right of that chest. Break the barrel for another Eco Spirit and open the chest for Ako's red vest.

Go back into the main part of the room and up the ladder. You'll find a memo detailing how to unlock the door opposite the stairs, a scroll, and a machine which requires a handle to operate. Go back down the stairs.

The puzzle to unlock the door requires three numbers – the number of chairs in the control room [3], the number of cassette decks in the control room [1] and the number of monitors in the control room [4]. Input 314 to unlock the door and go through. There's a puzzle box on the right [Puzzle Box 3]. Then head left and down the ladder into the... erm...

PUZZLE BOX 3

Move 3, 7, 6, 5 and 1 to get an Oni magic jewel

1	2	3	4
5	6	7	8
9	10	11	12

"muddy" water. Run upstream, defeating the Battobones genma, all the way to the end to get a Tengu chest. Then go back to the ladder you passed on the right and pick up the handle on the ground there. Hmmm ... looks like this might fit that machine we saw back up the other ladder, doesn't it? Make your way back there and you will be able to open the really heavy gate.

[TIP: If you want to earn yourself some red soulage, you can go into the room and back out into the water to reset the Battobones. Equip the red vest to make sure all the souls are red.]

Kill the two Zolworms and activate the control panel. Now head through the last door, which is just across the room. Bring the bridge down and head across it. Head down and around to the right
Ignore

"That'll teach you to wear those stupid hats!"



the ladder into the water for now]. Open the chest for Elec Arrows, and go up the ladder. Slash at the rusty chain to drop the giant ball into the water. Go back down, and head for the ladder to trigger another great cut-scene.

Now you have to go into the water and push the ball along to get to Michelle's friends. Mostly, she will push the ball while you take care of the genma. About three quarters of the way along on the left is a ladder you can climb to get to a chest containing Oni Medicine.

Climb up the ladder at the end and take care of the genma menacing the soldier. On your left are a barrel and a light containing an Eco Spirit – break the barrel and shoot the light with an arrow to get it. Now climb back into the water and push the ball the rest of the way along. You'll see something glittering in the water – It's a Secret Med. Pick it up and go back up the ladder and around to the right. There will be a short cut-scene (don't go up the ladder just yet), after which you can unlock the cell with the treasure chest containing an Oni power jewel. Go back around to the right, climb up the ladder and take a few deep lungfuls of the fresh air.

JAPAN 1582 (JACQUES)

Head long the path a little. Slice the head off the left hand tiger statue to get an Eco Spirit, and up the ladder opposite to get a map of Sakai. Go into the shop [the door between the tiger statues] and break the jar on the left of the door to get two more Eco Spirits. Behind the counter is a Tengu chest containing Oni Medicine. Also, out the back door of the shop you'll find a chest containing Ako's white vest. Go back into the shop and talk to the guy in there for a cut-scene.

Go back to the street, and head back towards where you came in. Talk to the kid with his head in the barrel. You don't have anything for him yet, so keep heading back towards the gate. Turn left just before you get there, and talk to the stallholder to trade your watch for a watermelon. Then continue along and turn right to get a herb. Now turn around and go the other way through the

PUZZLE BOX 4

Move 6, 5, 8 and 9 to get an Oni magic jewel

1	2	3
4	5	6
7	8	9

gate. Follow the path along. You can't get into the blacksmith's yet, so go back and give your watermelon to the kid. Release the firefly from the barrel, swing up onto the roof and enter the window.

Pick up the blacksmith key on the left, swing down via firefly and exit the store. Fight your way through the genma back to the blacksmith's. Inside, approach the statue with the blue glowy ball to get Raisen - Jacques' new weapon! Also, to the left of the fireplace is a Tengu chest containing medicine. Head back towards the village main street. Kill the genma and break the jar to

PUZZLE BOX 5

Move 5, 4, 1, 2, 5 and 6 to get an Oni power jewel

1	2	3
4	5	6
7	8	9

the left of the headless tiger statue to release a firefly. Climb the ladder and swing down to the beach to get to a puzzle box (Puzzle Box 4).

Head back to the main street, across the wooden bridge and through the gate. [TIP: The main street here is also a good place for soul collection.]

Go down onto the jetty and around to the right. You'll see a blue blob on the door. Equip Raisen and hit ⊗ in front of the door to go in. Check the top of the television and the chest at the end of the room to get some documents. Watch the cut-scene and head outside.

A Gorr will crash through the box barricade on the left. Defeat all the genma and go into the room on the left. There are three jars, two of which contain Eco Spirits, a Soul Shrine and a puzzle box (Puzzle Box 5).

Go outside and up the stairs for a cut-scene and a boss battle. Heihachi Honda has some power attacks that might cut through your guard. Magic attacks and the Blind move work well against him. Keep at it until he's beaten.

Watch the ensuing cut-scene [aww... how many of us were hoping we'd get to keep the chopper?]. Fight off the genma. In a corner of the deck is a crate - break it to release a firefly which will allow you to swing up onto the sails. Swing across the next firefly to get to a puzzle box. Go back onto the deck and through the door. At the top of the stairs is the genma notice, and a chest containing a map. Go down the stairs. The door here is locked. Slash the portrait of Guldenshtern and release the Gadgemallo from

PUZZLE BOX 6

Move 1, 5, 6, 7 and 11 to get an Oni magic jewel

1	2	3	4
5	6	7	8
9	10	11	12

the chest. Defeat it to get the Wheelhouse Key, which you can then use on the locked door. It's another puzzle box - woo-hoo! (Puzzle Box 6).

Head further into the room for a chest containing a logbook and a Soul Statue, and then back out again.

FRANCE 2004 (SAMANOSUKE)

Head up and smash the bins to get an Eco Spirit and pick up the scroll on the right side of the door. You need at least level 2 Tensu to unlock the door, so if you don't have enough, equip Ako's red vest and get back in the sewers until you have. Go in, and go to the left to get a first-aid kit from the chest. Then head back to the right. Go up, sticking close to the left side of the room, smash the two vases to get an Eco Spirit, and open the chest to free a gadgemallo, which will give you a Salve. Dispatch the genma - because what area would be complete without a bit of hack 'n' slash - and head right to get to a Soul Statue. Continue on and Ako will point out a chest containing Ice Arrows.

Remove the red section on the right side of the altar to reveal a doorway. Don't worry about the small hole in the plinth just yet. Shoot the hanging lights with arrows to get an Eco Spirit and a Herb, then continue on.

There are blades moving in here, so wait for them to go past, then follow in the same direction. The first door you will come to is locked. The next alcove contains a document, so pick it up, and move the skull to stop the blades and open the locked door. Go back to it, killing Bazus, and go through. Kill the Bazus and move around to the puzzle box (Puzzle Box 7).

Head around to the door and go through. Make short

PUZZLE BOX 7

Move 7, 6, 10, 11, 12 and 8 to get the Oni jewel

1	2	3	4
5	6	7	8
9	10	11	12

work of the Bazus and smash the red light to get the Anti-Dark Charm, which gives your Oni bracelet the handy ability to absorb darkness.

Head down and you'll see a door with a blobby thing on it. You can't get through yet, so open the chest, and pay attention to Ako, who will point out hanging lights which contain items. Go back up the passageway and into the main part of the cathedral.

Clear the room of enemies, and look at the four alcoves containing statues with votive candles. Each one has four sconces. You have to suck the darkness off them in order by holding down the ⊗ button, as you would absorb souls. First, find the statue with only one sconce of lit candles. Then the statue with two, followed by the statue with three and finally the statue with four lit sconces. An orb will now appear in the mouth of the gryphon statue, between statues one and three. Examine it to get Samanosuke's second weapon - Kuga. This can now be used to open the door with the blobby seal that you came across earlier in the cathedral's bowels.

It's another bladey room. Use the same strategy as before, but be aware that there are now two blades, so watch your step. Make your way around the room, killing the genma grass in the alcoves, until you reach an alcove with a chest. Open it to get the Rope Ladder. Continue around the room to get to the next puzzle box (Puzzle Box 8), ignoring for now the door in the second alcove.

Go back to the last room and head left. Use the rope

PUZZLE BOX 8

Move 8, 12, 11, 10 and 6 to get the Statue Charm. This is the same as Jacques' Wood Charm - it will revive you once if you are killed

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

ladder on the pit to climb down and retrieve the Gold Skull from the chest. Now go back to the blade room and use the skull on the door you passed by to unlock it. Go through for a cut-scene.

It's a new kind of genma! Give the Doldekkos a taste of Nippon steel. On the right side of the room here is a document, and to the right of the stairs is a Tengu chest containing Elec Arrows. Go up the stairs and use the device.

1582 & 2004 (JACQUES/SAMANOSUKE)

It's time for a little character switching! Hurrah!

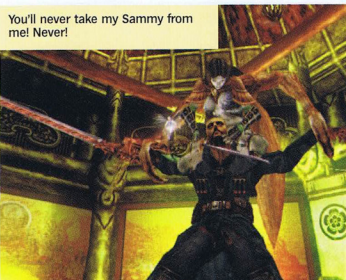
SAMANOSUKE

Go onto the ship and pick up the Oni Medicine from the chest in a corner of the upper deck. Then head back down off the boat and through the door to the Oni Ruins. This is the central room. It's a safe zone from genma, which is good, because you'll be coming back here a lot - and, quite possibly, getting very well acquainted with Ako's white vest. There is a chest in here containing a file on how to use the warp gates. You'll also see three coloured doors and some statues in the center of the room - one of which holds a yellow disc, meaning that the yellow door is unlocked. You can open the door, but you can't get very far, since the room is flooded. So go over to the statue and remove the yellow disc, and warp it through the mirror to Jacques.

JACQUES

Kill the genma and go into the central room. Take the yellow disc and insert it into the appropriate statue to unlock the yellow door. Go through and swing on the firefly to get to the upper level. Kill the nasty genma, and investigate to the right of the door to find a statue with a missing horn. That's pretty careless, hmmm? Guess what we have to find? Go through the door.

In the far left corner of the room is a chest containing a scroll, and in the right corner, a chest containing an



Ancient Slab and a document. After reading the document, Ranmaru Mori will appear and sic some genma on you. Kill them all and take the elevator up to the next level.

More genma. Take them out. There is a chest in this room containing the map. Go over to the bookshelf and use the Ancient Slab to trigger a simple math puzzle. Put the books in the order 5-4-3-2-1.

Go through the opening, and let the firefly out of the chest on the right. Swing up and kill some zombies. There is a chest up here containing a dragon horn, and a Tengu chest just to the left of it containing a medicine. Also, if you follow the area around, you'll find an Oni Tortoise sitting on the wall.

Swing back down on the firefly and go back into the passage. To the left is the entrance to the optional dungeon, the Dark Realm. It's a hellu fun hack-fest, so you'd be silly not to have a play in there for a little while. Just remember, you can heal using Ako's white vest at the end of each level, so you don't have to use up your healing items. You'll get an the Lightning Seal, which unlocks something in the secrets section, and a Secret Med when you complete the Dark Realm.

So, anyway, about the passage. Go back and take the elevator back down. Kill the Dark Marionettes, and go to the dragon statue and use the horn. This will lower the water level. Go back and send Samanosuke any arrows you might have picked up (and the yellow disc).

SAMANOSUKE

Go through the yellow door. Kill the Zolms and pick up the Secret Med from the chest underneath the staircase. Go up the stairs and through the door. You can now get the blue disc. When you pick it up, Ranmaru will appear. This time, he's been given a new form by Guildenstern, and won't be quite as easy to beat.

He has a similar attack/guard pattern to the one he used at the beginning of the game, but he is stronger, faster, and can teleport himself away when you get near him. Magic attacks are effective, as are combos. Guard while he's attacking, and then unleash a string of attacks straight away, while he's vulnerable. Remember to keep your guard up, and you should get away without too much damage. Return to the central room and warp the blue disc to Jacques.

JACQUES

Put the disc into the statue to unlock the blue door and go through. There are a lot of genma in here – you get a big soul bonus if you kill them all before absorbing any souls. Head through the next door. To the right you'll see another careless dragon statue – this time missing its right horn. Kill all the enemies in here and take the elevator down.

If you go into the top right corner of this room, you'll

"Checkmate, bitch!"



find a Tengu chest containing Soul Arrows. Head back up in the elevator and kill all the genma. Go up the stairs through the door and kill the Dark Marionette. You're up above the ship. Swing across the two gaps via firefly to get to a puzzle box (Puzzle Box 9).

Continue along the path until you reach a firefly on the floor. Examine it and three fireflies will zoom off to various sections of the room. Swing across to the one closest to you to get Jacques' third weapon, Hyosai. Swing back and go through the door you entered by – the other fireflies just take you back to the entrance.

Kill the Gorr, and equip Hyosai to examine the sealed door. Go through. There is a wingless firefly on the floor. You can't do anything in here yet, though, so go back to the room with the ship and use the fireflies to get back to the central room.

SAMANOSUKE

Go through the blue door. As you move down the corridor, the glass will break. Run as quickly as you can and enter the door to avoid being washed away.

In this next room, you'll find a chest in the top corner containing the map, and a scroll to the right of the stairs. Go up the stairs, squish the Doldecko, and go through the door. Break the boxes in here to get an Eco Spirit and the dragon statue's right horn. Go stick it back on his head to lower the water level, and head out through the door and into the corridor. Go through the door here. At the end of the room there are some firefly wings. Pick them up, and head back to the central room to warp the wings through to Jacques.

JACQUES

Go back to the room where you saw the wingless firefly via the ship room. Attach the wings and swing across to the other side of the room. Investigate the mechanism to get the Power Crystal.

Leave the room. There will be a brief cut-scene involving Heihachi. Make your way back to the central room and warp the crystal to Samanosuke.

SAMANOSUKE

Absorb the darkness surrounding the blue door and go through. Return the power crystal to the location Jacques picked it up from. Leave the room and take the elevator down. Break the boxes to get Samanosuke's third and final weapon, Chigo. Return to the warp room.

Go through the yellow door, follow the path and go through the next door. Defeat the genma and take the elevator up. Go down the passage and turn left. It's the Dark Realm again! Again, this bit is entirely optional. You get the Wind Seal when you complete it.

Back in the passage, head for the door with the blobby seal, equip Chigo and examine the door to open it. Go through. Immediately to the left is a document, and a chest containing Ako's yellow vest. At the far end of the room is a pedestal with the red disc. Take it and go back to the central room to warp it through to Jacques.

"Aarrghh. Not the shiny torch weapon..."



PUZZLE BOX 10

Move 14, 10, 11, 7, 6 and five to get an Oni power jewel

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

"PH3AR my I337 Stick of Death..."



JACQUES

Fit the red disc into the statue and make your way through the red door. Head down the passage, using the firefly to swing across the gap, until you reach a door. Go

through for a boss fight.

The Guard Dog won't provide you with too much of a challenge unfortunately. Use the fireflies to swing out of reach of its attacks, and avoid in particular the Ice attack, which will freeze you in place for a short period of time. Use magic and combos to make it run away with its tail between its legs.

Absorb the souls. Watch the cut-scene, and make your way to the top of the stairs as quickly as you can to avoid the water. Jacques will leap onto the train.

SAMANOSUKE

Go through the red door. On the left in the hallway is a puzzle box (Puzzle Box 10). Go through the door and wait for next month's issue. **▶**

TO BE CONTINUED...
Will Sammy and Ranmoru be reunited? Is Ako really a liar? Check back next month for the exciting conclusion!

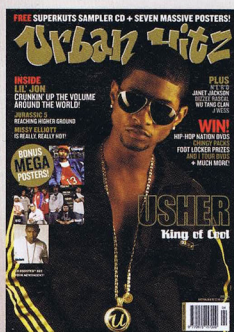
PUZZLE BOX 9

Move 9, 10, 11, 7 and 6 to open the box and get an Oni magic jewel

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

Urban Hitz

AUSTRALIA'S #1 HIP-HOP AND R&B MAGAZINE



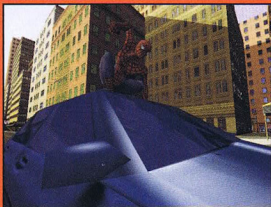
ON SALE NOW

CODE-U-LIKE

Need to cheat your way to victory on a certain game? Here are the codes you should use.

SPIDER-MAN 2

[SLES 52493]



Spider-Man 2 isn't just a fantastic flick, it's also one of the best PS2 action games of the year. It's no push-over though, so why not try some of these cheats?

Increased Hero Points and abilities

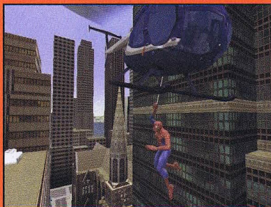
You can only use this cheat with a memory card that has no previous *Spider-Man 2* game saves on it. If you enter the password below more than once in a row you will have 200,000 more Hero Points than if you entered it once. You can keep entering it to keep increasing your points. Entering the password "HCRAYERT" will give you a 40% completion rating, stacks of Hero Points and various combat upgrades.

Alien Buster

Defeat Mysterio to unlock

Big Game Hunter

Defeat Rhino to unlock



Drenched Explorer

Collect all 130 Buoy Tokens to unlock

Employee of the Month

Complete all Pizza Missions to unlock

Game Master

Complete everything in the game (you'll need 100%) to unlock

Hardcore Gamer

Complete all arcade games with top scores to unlock

Lover not a Fighter

Complete all Mary Jane Missions to unlock

Shock Absorber

Defeat Shocker to unlock

Fight Arena

Beat the final Doc Ock battle to unlock

Endurance Rounds in Fight Arena

Beat Timed Round 3 to unlock

DRIV3R

[SLES 50876]



Driv3r is a fantastic adventure but it's also harder to crack than diamond-plated titanium. To help you get through *Driv3r*'s missions without too much heartache, we've collected the following cheats.

Immunity from police

⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇

Unlimited ammo

⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇

Unlock all weapons

⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇

Invincibility (not in Story Mode)

⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇

Unlock all missions

⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇

Unlock all vehicles

⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇

HITMAN: CONTRACTS

[SLES 52132]

Agent 47's latest missions giving you grief? If there's a stage you absolutely can't get past, try entering this code during gameplay. It'll make you complete the current mission with a 'Silent Assassin' rating:

⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇

Alternatively, to activate a complete level select, enabling you to jump to any level, tap in this code during gameplay:

⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇

FIGHT NIGHT 2004

[SLES 52374]

It's the best boxing game since *Rocky* (it's going to have watch its back when it comes to *Rocky Legends* though) and it's no doubt the start of another very successful EA Sports franchise. There's a bunch of bonus boxers that you can unlock by playing through the game properly, but there's also a number of codes that will open up some fun extras.

For example, to unlock the bonus fighter Big Tigger, go to the Main Menu, select My Corner, then Record Book, then Most Wins-Boxer, then press Up twice.

If you need to unlock all the game's venues, go to the main menu and press:

⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇

And to give all the boxers big heads

(a classic videogame bonus!), just tap in these directions on the main menu:

⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇

TRANSFORMERS

[SLES 52388]



This game allowed us to finally pack away our collection of Transformers toys, after playing with them every day for the last 20 years. Now we've finally conquered the game. It's time to start playing with it, so we've got hold of some fun codes to spice things up a bit. These codes need to be entered while you're at Autobot HQ, on the 'Difficulty Select' screen:

For Turbo mode:

⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇

For infinite Powerlink:

⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇

For infinite Stealth (when you have the Convert Minicon equipped):

⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇

For all Minicons:

⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇

To complete the Alaska level:

⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇

To complete the Deep Amazon level:

⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇

To complete the Earth level:

⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇

To complete the Mid-Atlantic level:

⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇

To complete the Starship level:

⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇

To power-up your shots, pause the game when playing and tap this code in. You'll need to do it again in each new level:

⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇

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PRESS 2

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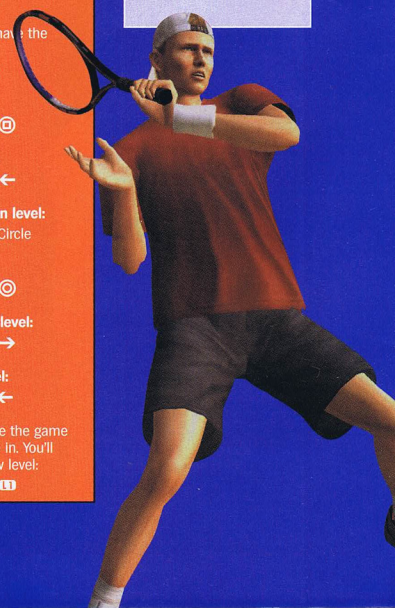
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CUSTOMER SERVICE

Press 2



PROMOTION

PlayStation[®]2

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Calls from public or mobile phones are higher.

PIN	GAME	CHEAT
12271	Tomb Raider Angel of Darkness	Level Skip
00061	Drakan	Invincibility
00062	Drakan	Increase Character
00063	Drakan	Increase Spells
00064	Drakan	Health
00065	Drakan	Money
02881	StuntMan	All Cars
02882	StuntMan	All Toys
02883	StuntMan	All Filmography
13474	Die Hard Vendetta	Big Heads
13475	Die Hard Vendetta	Small Heads
13473	Die Hard Vendetta	Liquid Metal Textures
13472	Die Hard Vendetta	Flame On
13471	Die Hard Vendetta	Invincibility
13476	Die Hard Vendetta	Exploding Fists
20342	Cat In the Hat	Extra Life
20341	Cat In the Hat	All Levels
20343	Cat In the Hat	Bonus Door Keys
11352	Primal	Easy Kill
07672	V8 Supercars Race Driver	Better Damage
07671	V8 Supercars Race Driver	Realistic Handling
09871	The Scorpion King	Master Code
09872	The Scorpion King	Full Health and Weapons
15681	Bad Boys II	Unlock Everything
00321	Theme Park World	All Purchases Free
00322	Theme Park World	Golden Tickets
00323	Theme Park World	All Items Researched
12301	Minority Report	Invincibility
12302	Minority Report	All Weapons
12303	Minority Report	Infinite Ammo
04351	Tony Hawk's Pro Skater 3	All Cheats
06845	Medal of Honour: Frontline	Photon Torpedoes
06844	Medal of Honour: Frontline	Gold Medal for Current Mission
06843	Medal of Honour: Frontline	1 Shot Kills
06842	Medal of Honour: Frontline	Unlimited Ammo
06841	Medal of Honour: Frontline	Invincibility
06848	Medal of Honour: Frontline	Snipe-A-Rama
06846	Medal of Honour: Frontline	Bullet Shield Mode
06847	Medal of Honour: Frontline	Perfectionist
04124	Turok Evolution	Ammo
04122	Turok Evolution	Weapons
04125	Turok Evolution	Invisibility
04121	Turok Evolution	Invincibility
04123	Turok Evolution	Level Skip
15088	The Hulk	Half Enemies HP
15081	The Hulk	Play as Gray Hulk
15083	The Hulk	Level Select
15087	The Hulk	Double Health for Hulk
15084	The Hulk	Regenerator
15082	The Hulk	Invincibility
15085	The Hulk	Unlimited Continues
15086	The Hulk	Double Health for Enemies
14262	The Getaway	Armoured Car Weapon
14261	The Getaway	Double Health
12202	Ty The Tasmanian Tiger	Unlock all Technorangs
12201	Ty The Tasmanian Tiger	Show All Items
09872	The Scorpion King	Full Health and Weapons
09871	The Scorpion King	Master Code
10171	Scooby-Doo! Night of 100 Frights	All Power-Ups
10172	Scooby-Doo! Night of 100 Frights	All Warp Gates
10173	Scooby-Doo! Night of 100 Frights	All FMV Sequences
06791	Tenchu: Wrath of Heaven	All Characters
06792	Tenchu: Wrath of Heaven	All Missions
06793	Tenchu: Wrath of Heaven	Unlock all Items
09021	Conflict Desert Storm	Cheat Menu
10542	Midnight Club II	All Cars
10543	Midnight Club II	Unlock All
08123	Spider-Man	All Fighting Controls
08122	Spider-Man	Unlimited Webbing
08121	Spider-Man	Master Code
08125	Spider-Man	Matrix Style attacks
08314	Star Wars Bounty Hunter	Unlock Chapter 4
08313	Star Wars Bounty Hunter	Unlock Chapter 3
08311	Star Wars Bounty Hunter	Unlock Chapter 1
08315	Star Wars Bounty Hunter	Unlock Chapter 5
08312	Star Wars Bounty Hunter	Unlock Chapter 2
14744	BloodRayne	Level Select
14745	BloodRayne	Enemy Freeze
14746	BloodRayne	Show Weapons
14747	BloodRayne	Gratuitous Dismemberment
14748	BloodRayne	Juggo
14742	BloodRayne	Fill Bloodlust
14741	BloodRayne	God Mode
14743	BloodRayne	Time Factor
11334	Red Faction 2	Unlock All Cheats
11332	Red Faction 2	Unlimited Ammo
11333	Red Faction 2	Gibby Explosions
11331	Red Faction 2	Super Health
12005	Kelly Slater's Pro Surfer	All Levels
12001	Kelly Slater's Pro Surfer	All Tricks
12002	Kelly Slater's Pro Surfer	All Surfers
12003	Kelly Slater's Pro Surfer	All Suits
12004	Kelly Slater's Pro Surfer	All Boards
04541	SSX Tricky	Unlock Everything
18972	The Simpsons Hit & Run	Infinite Car Health
18973	The Simpsons Hit & Run	Faster Cars
18971	The Simpsons Hit & Run	All Reward Cars
18975	The Simpsons Hit & Run	Blow up Vehicles in one Hit
18974	The Simpsons Hit & Run	Jumping Car
18976	The Simpsons Hit & Run	Night Time Mode

gamestation

Your definitive guide to the ever-expanding library of PlayStation 2 games

So you've just bought a PlayStation 2, and you're immediately confronted by a dauntingly huge line-up of games to choose from at your local gaming store. Now what?

GameStation is OPS2's one-stop guide to getting an idea of what's hot and what's not. As time goes on and new games come out, we drop some of the older games that don't warrant being remembered, replacing them with newer games that score well in the reviews section.

As PlayStation 2 owners we really are spoiled for choice. There is a massive choice of AAA quality games – many of which are bound to fall under your radar. OPS2 is here to make sure that not too many of them manage to slip through your fingers.

If you just want to find the best of the best, look for the games that receive a Bronze, Silver or Gold award. Enjoy your search!

GLOSSARY

Just got your PS2? It's your first console ever and you've bought the best magazine to give the latest and most up-to-date information but don't have a clue what we're going on about? Well, without wanting to patronise those gamers who've been around since the Atari 2600 by spelling out the meaning of gaming terms and acronyms in the reviews and previews, here's your 'at a glance' guide to all things PS2 and technical.

Afterburn:

An extra kick of power in flight sims.

AI:

Artificial Intelligence.

Analogue:

Re: Dual Shock 2. Registering degrees of input, as opposed to digital's on/off status.

Boards:

Snowboards or games featuring the alpine sport.

Coin-op:

Coin-operated arcade videogames.

Cut-scene:

Explanatory, non-playable scene in videogame (also FMV).

CPU:

Central Processor Unit. Brains of PS2.

Dev kits:

Programmable PS2s used by developers.

D-pad:

Direction pad on PS2 controller.

Dual Shock controller:

Controller for PSone.

Dual Shock 2:

Controller designed for PS2 (with analogue).

ECTS:

European Computer Trade Show.

E3:

Electronic Entertainment Expo (US).

Frame rate:

Number of images drawn per second in games. Higher frame rate = smoother animation.

FPS:

First-Person Shooter (see Quake III).

Hack 'n' slash:

Refers to game (usually fantasy) featuring blade combat.

High res:

High resolution (graphics).

HUD:

Head Up Display. Screen furniture such as map, speedometer, etc.

Iconography:

Graphical shorthand defining game, genre etc.

Low res:

Refers to poor quality graphics.

PSone:

The precursor to PS2. If you don't know what this is then frankly there's no hope for you.

Real-time:

When one second of game time equals one second in the real world.

RPG:

Role-playing game.

RTS:

Real-time strategy.

R3:

Pressing down on the PS2 controller's right joystick.

Sim:

Simulation.

Strafe:

Move sideways while looking straight.

USB:

Port to connect peripherals such as a keyboard to PS2.

Keybord to PS2:

If there's a term, word or phrase that's still taxing your brain cells, let us know and we'll include it here.

HACK – VOL 1: INFECTION

An addictive new spin on the RPG genre that takes it into new territory.

★ OVERALL 08

BRONZE PlayStation 2

007 NIGHTFIRE

Aside from the occasionally iffy AI, this has enough variety to make a solid single player game and the multiplayer gives it longevity.

★ OVERALL 08

BRONZE PlayStation 2

1.8 WHEELS

Brash, chunky and colourful truck racer. Unfortunately it just doesn't offer enough substance to satisfy the hardened gamer.

OVERALL 06

2002 FIFA WORLD CUP

The World Cup version of FIFA 2002 with more pizzazz, nifty effects for star players and a serious challenge at the highest difficulty level, but sadly lacking in game modes.

OVERALL 07

ACE COMBAT: DISTANT THUNDER

Best Ace Combat yet. A graphically-polished flight sim with a variety of missions. Best with a flight-stick of some kind.

OVERALL 07

AFL LIVE PREMIERSHIP EDITION

Plays a better game of footy, but it's not a vast improvement over its predecessor.

OVERALL 06

AGGRESSIVE INLINE

There's more than enough inline action to keep you impressed and entertained until the next Tony Hawk says "Buy me, dude!"

★ OVERALL 08

BRONZE PlayStation 2

ARCADE

Intricate visuals, sublime handling, massive airs – everything you could want hovering above to be. Back to the future anyone?

★ OVERALL 08

BRONZE PlayStation 2

ALL-STAR BASEBALL 2002

An enjoyable all-round game of baseball with oodles of depth, and surprisingly compelling to watch as well as to play.

OVERALL 07

AMPLITUDE

An addictive mixture of reflexes and music timing. Weak graphics but great gameplay.

★ OVERALL 08

BRONZE PlayStation 2

AQUA AQUA: WETRIX 2.0

Addictive, well-released update of the N64 puzzler Wetrix. Essentially it's Tetris with water. Weird, but worthwhile.

OVERALL 07

ARC THE LAD: TWILIGHT OF THE SPIRITS

It isn't original but Arc the Lad is a welcome addition to the list of next-generation RPGs.

OVERALL 07

ARMORED CORE 2

Infinitely-tweakable first-person mech shooter. Not for the casual gamer after a quick fix, but perfect for those who love their sims.

OVERALL 07

ARMY MEN AIR ATTACK: BLADES REVENGE

Very full helicopter game. Hardly surprising from arguably the worst series of games to grace a console.

OVERALL 02

ATHENS 2004

The perfect multiplayer game for the next month or two. It's not a classic sports game though.

OVERALL 06

ATV OFFROAD FURY 2

More of the same, with new tracks, riders, racing modes and plenty of good old fashioned fun.

★ OVERALL 08

BRONZE PlayStation 2

AUTO MODELISTA

The love-child of cel-shaded graphics and Gran Turismo. Despite its cartoony appearance, this is a fairly serious racing game.

★ OVERALL 08

BRONZE PlayStation 2

BACKYARD WRESTLING: DON'T TRY THIS AT HOME

When they titled this braver Don't Try This At Home – did they mean the game?

OVERALL 06

BALDUR'S GATE: DARK ALLIANCE II

Worthwhile if you're after a hack 'n' slash with D&D style, but the game shows its age worse than Cher.

OVERALL 07

YOUR KEY TO SHORTLIST

GOLD

Only for games that scored the elusive 10/10.

SILVER

Awarded to games with a mighty 9/10.

BRONZE

Given to games that scored an impressive 8/10.

SMALLER CITIES, FEWER WEAPONS

Games to play before the sequel makes them obsolete. Hurry.



When the most successful gaming series in history releases a new game you know it's going to be big.

Grand Theft Auto: San Andreas is going to give new meaning to the word 'big' when it's released though. It's based around not one, two, but three cities. ...AND the entire state surrounding them. You'll need to take a day off work just to drive from one side of the game to the other (and that doesn't even count doing any of the missions). So before you tie up the rest of the year with San Andreas, why not visit Vice City or Liberty City (GTA3). Both of the previous Grand Theft Auto games still offer up immense criminal playgrounds to enjoy, and we guarantee you'll find something new to mess around with.

BEYOND GOOD & EVIL

Compelling and original. It manages to cross multiple genres and is bizarre, unique and engaging all at once.

★ OVERALL 08

BRONZE PlayStation 2

BLOODRAYNE

BloodRayne is an explosion of sex, action and violence. It's not going to tax your mind but it's so much fun you won't care.

★ OVERALL 08

BRONZE PlayStation 2

BOMBERMAN KART

As much fun as four people can have with fifty bucks. It's worth it just for the original 2D Bomberman.

OVERALL 07

BUFFY 2: CHAOS BLEEDS

Full of action and adventure, Chaos Bleeds is a worthy addition to the Buffy legacy.

OVERALL 07

BURNOUT 2: POINT OF IMPACT

An even more intense racing experience than its predecessor: The Fast & Furious in a video game.

★ OVERALL 08

BRONZE PlayStation 2

CASTLEVNIA: LAMENT OF INNOCENCE

Better whip and dungeon action than Larry Wachowski's last all-nighter at the Hellfire Club.

★ OVERALL 09

SILVER PlayStation 2

CHAMPIONS OF NORRATH

While it doesn't reinvent the Baldur's Gate wheel, it does refine it so that even RPGsters will be charmed.

★ OVERALL 08

BRONZE PlayStation 2

CLUB FOOTBALL

The second best soccer game on PS2. Superior to the FIFA games but PES still gives it a thrashing.

★ OVERALL 08

BRONZE PlayStation 2

COLIN MCRAE RALLY 4

One for experts and newbies alike, Colin 4 is a superlative rally sim with a tank full of fun.

★ OVERALL 09

SILVER PlayStation 2

CONFLICT DESTROY II

It's not perfect but it improves on its predecessor by a long shot. War may be hell but this certainly isn't.

★ OVERALL 08

BRONZE PlayStation 2

CONTRA: SHATTERED SOLDIER

A fantastic trip down memory lane for old school veterans, but Contra may confuse or confound the contemporary gamer.

OVERALL 07

CRASH NITRO KART

With a little spit and polish, CNK could have been in pole position, but its faults leave it lagging behind.

OVERALL 06

CRAZY TAXI

Arcade thrills aplenty in this no-holds-barred city-smashing racer.

★ OVERALL 08

BRONZE PlayStation 2

CRICKET 2004

Howzat? Not outstanding. Comes close to being great, but falls short due to the inherited flaws of Cricket 2002.

OVERALL 07

DANCE UK

Great songs (Junior Senior, Sophie Ellis-Bextor, Run DMX), excellent add-ons (non-slip mat, karaoke headset) and great value. Well worth a punt – and it'll get you back in shape!

OVERALL 07

DANCING STAGE MEGAMAXX

Top steady disco fun, married by a firmay selection of songs. All together now – big fish, little fish, cardboard box.

★ OVERALL 07

DARK CHRONICLE

If you've finished FFX and need a new fix, look no further: This is top-tier RPG fare, an essential purchase.

★ OVERALL 09

SILVER PlayStation 2

DEF JAM VENDETTA

Some more options would have made this a true champion, but it's still a worthy contender: SmackDown taught us!

★ OVERALL 08

BRONZE PlayStation 2

DEUS EX

The thinking man's action shooter and genre-busting game that redefines expectations. Superb.

★ OVERALL 09

SILVER PlayStation 2



DEVIL MAY CRY ★ OVERALL 09
Melding battling with lush surroundings and a superb gothic atmosphere. One of the best PS2 games yet! Definitely.

DEVIL MAY CRY 2 ★ OVERALL 08
Die-hards may cry at the new direction, but there's still enough gorgeous style and firearms in DMCC2 to satisfy action junkies.

DISNEY'S EXTREME SKATE ADVENTURE ★ OVERALL 08
Just as fun as any other skater out there, just skewed toward the youngsters.

DISNEY'S MAINTAINED MANSION ★ OVERALL 07
Aimed at younger audiences, so it's neither terribly complicated or difficult, but when it's all said and done it's simple and addictive. Well-rounded and worth a few hours of exploration.

DOWNHILL DOMINATION ★ OVERALL 07
Downhill Domination is a fine extreme racer that should appeal to all daredevil freaks.

DRAKENGARD ★ OVERALL 07
An action-RPG featuring dragon-based shooting sections and beat-em-up swordplay. Repetitive and simplistic gameplay make this little more than a brawler, but it is additively appealing.

DRIVR3 ★ OVERALL 09
Fast cars, slick shooting, huge cities and cinematic action make this one of the best action games on PS2!

DYNASTY TACTICS 2 ★ OVERALL 07
Dynasty Tactics 2 is purely one for the more masochistic strategy gurus. You know who you are.

DYNASTY WARRIORS 4: XTREME LEGENDS ★ OVERALL 07
Dynasty Warriors 4: Xtreme Legends is strictly one for the beat-em-up fans. Just don't call it mindless.

ENDGAME ★ OVERALL 09
Sets a new standard in the lightweight shooter genre: Innovative, refreshing and most of all, a tonne of fun.

ENTER THE MATRIX ★ OVERALL 07
Despite a painful lack of depth ETM is an enjoyable package for anyone after another dose of Matrix mayhem.

ESCAPE FROM MONKEY ISLAND ★ OVERALL 08
Adventure that includes smart visuals, witty script and intelligent puzzles.

ESPN NATIONAL HOCKEY NIGHT ★ OVERALL 06
Other hockey sims on the market with better gameplay put this in the sin bin.

ESPN NBA BASKETBALL ★ OVERALL 08
ESPN NBA Basketball sim dunks the competition with its slick presentation and innovative modes.

ESPN NHL FOOTBALL ★ OVERALL 09
If this game's quality was put into a local game, the results would be incredible. Until then, go for the stars and stripes.

ESPN NHL HOCKEY ★ OVERALL 09
A fast flowing game with plenty of depth. A no-brainer for hockey fans but a still a solid game for everyone else.

EVERQUEST ONLINE ADVENTURES ★ OVERALL 07
EverQuest Online Adventures offers rewards for the persistent, but it can be a pretty tough slog getting there.

EVIL TWIN ★ OVERALL 05
Adventure from the dark side of platforming. Average, so-so animation with 76 levels of twisted plot.

EXTERMINATION ★ OVERALL 07
Allen-inspired survival horror-fest that is set in a deserted Antarctic research base. Positively crawling with cool design innovations.

EXTREME G-3 ★ OVERALL 08
A neon beast of a future bike racer that requires skill and brains. Takes some 'inspiration' from the Wipeout series.

EYE TOY: PLAY ★ OVERALL 08
Forget the fact that it's marketed at casual gamers, give it a try, because when it comes to Eye Toy, *seems* is believing.

EYE TOY: GROOVE ★ OVERALL 06
Groove is a victim of the diversity of its predecessor. The lack of variety offered by this dancing title undoubtedly narrows its appeal.

F1 CAREER CHALLENGE ★ OVERALL 07
At last, an F1 game that makes a priority of excitement and thrills over worthy but dull simulation.

FIFA FOOTBALL 2004 ★ OVERALL 07
The best FIFA yet but it's miles behind PES3. It has all the bells and whistles, but the gameplay is still lacking.

FIGHT NIGHT 2004 ★ OVERALL 06
If Fight Night 2004 were a boxer, it would quite rightly quip, "I am the greatest!"

FINAL FANTASY X ★ OVERALL 09
Nothing else needs to be said about this brilliant RPG. A classic Square adventure with next-gen presentation and production.

FINAL FANTASY X-2 ★ OVERALL 09
FFX2 is a huge, sprawling RPG adventure that is well worth the attention of even the most casual fan.

FORBIDDEN SIREN ★ OVERALL 08
This game belongs on the shelf of every survival horror buff. Hell - it belongs on every gamer's shelf.

FREEDOM FIGHTERS ★ OVERALL 09
Slight imprecisions are swamped by an utterly addictive and clever game experience. You must play this.

FUTURAMA ★ OVERALL 06
With a bit more of polish this could have been shinier than Bender's metal ass.

FUR FIGHTERS ★ OVERALL 08
Cute fluffy creatures armed to the teeth with shrapnel blast each other to pieces. The toy quotient will never look innocent again.

GHOSTHUNTER ★ OVERALL 08
It doesn't quite live up to its (huge) potential but it's original, scary, exciting and well worth a look.

GHOST RECON ★ OVERALL 07
A squad-based first person shooter that suffers from a cumbersome interface for ordering troops about, often degenerating into arcade-style run-and-gun gaming.

GIANTS: CITIZEN KABUTO ★ OVERALL 06
The Reader might be cool, but loading times hamper this part of a complex PC battle game.

GITAROO MAN ★ OVERALL 08
If you have a PS2 collection, you should definitely have at least one game like this in it. Check it out.

GLOBAL TOURING CHALLENGE: AFRICA ★ OVERALL 07
An impressive racer that is further lifted by clever use of interesting locations.

GRAND THEFT AUTO 3 ★ OVERALL 10
Not quite as good as its neon-soaked, 80s prequel but it's still fantastic fun and can now be found for bargain prices.

GRAND THEFT AUTO: VICE CITY ★ OVERALL 10
Better than GT3? Cars, crooks, coke, and chaos with total freedom to do what you want. A must have for any gamer, serious or not.

GRAND TURISMO 3: A-SPEC ★ OVERALL 09
If you didn't know already, GT3 is the greatest racing game in the world. Speed down to the store and buy it now.

GRAND TURISMO CONCEPT 2002 TOKYO-GENEVA ★ OVERALL 08
A more accessible version of GT3, with concept cars. Perfect for those who just want to race, rather than play mechanic.

GRAND TURISMO 4: PROLOGUE ★ OVERALL 08
Has the distinct feel of being a demo, but will definitely keep racing freaks happy until *Gran Turismo 4* hits shelves.

GREGORY HORROR SHOW ★ OVERALL 06
A truly ghoulish treat for fans of the survival horror genre who fancy something a little different.

G-SURFERS ★ OVERALL 07
Futuristic racer that's improved by an innovative track editor.

GUN GEAR X ★ OVERALL 08
Pushes hard at beat-em-up boundaries. The start of a new wave of next-gen 2D fighters.

GUNGRAVE ★ OVERALL 06
Bizarre Manga inspired shooting game with gorgeous visuals, but a bizarre lack of depth to back up all that eye candy.

GUN GRIFFON BLAZE ★ OVERALL 07
A mech shooter for robot obsessive-types everywhere.

TOP 5

GAMES BASED ON MOVIES & TV



1. SPIDER-MAN 2

Swing through a living, breathing New York! Using his super powers (especially the Spider Sense) works perfectly.

2. THE SIMPSONS: HIT & RUN

A blatant *Grand Theft Auto* rip-off but it's so much fun you won't care.

3. LORD OF THE RINGS: RETURN OF THE KING

Classic sword-swinging action and co-op gameplay make this essential gaming!

4. TRANSFORMERS

The robots in disguise come to life brilliantly in this Aussie-made action blockbuster.

5. JAMES BOND: EVERYTHING OR NOTHING

The new third-person perspective gives this sequel more Bond-style than any yet.

HALF-LIFE ★ OVERALL 09
The award-winning PC first-person shooter/adventure arrives on PS2 in splendid form. An essential purchase.

HARRY POTTER AND THE PRISONER OF AZKABAN ★ OVERALL 07
Stock standard elements and easy gameplay, but still one of the better examples of this kind of game.

HARRY POTTER: QUIDDITCH WORLD CUP ★ OVERALL 07
Harry Potter: Quidditch World Cup is an entertainingly original title, but lacking in variety and challenge.

HITMAN 2: SILENT ASSASSIN ★ OVERALL 09
A disturbingly realistic take on living the life of a hired killer. Not one for the squeamish, but it contains brilliant gaming.

HITMAN: CONTRACTS ★ OVERALL 08
Patient assassins will be rewarded with creative gameplay, but action junkies might find the pace a bit too slow.

INDIANA JONES & THE EMPEROR'S TOMB ★ OVERALL 07
High adventure 3D platform gaming let down by some unforgivable technical issues.

I-NINJA ★ OVERALL 07
While *I-Ninja* is packed with varied gameplay, its original elements are largely superfluous. Worth a rent though.

JAK II: RENEGADE ★ OVERALL 10
Darker and more challenging than its predecessor, Jak II is the best platform game we've ever seen!

JAK AND DAXTER: THE PRECURSOR LEGACY ★ OVERALL 09
A brilliant platformer from the makers of *Crash Bandicoot* that introduces two heroes you'll be seeing a lot more of.

JAMES BOND: EVERYTHING OR NOTHING ★ OVERALL 08
Looks and plays just like the films. Maybe a little too *Metal Gear Solid*-like but it's perfect popcorn action.

JUDGE DREDD: DREDD VS DEATH ★ OVERALL 08
A little lightweight but the multiplayer modes and arcade missions keep Dredd out of jail.

JURASSIC PARK: PROJECT GENESIS ★ OVERALL 07
A prehistoric premise, sure, but *Operation Genesis* puts a fresh spin on the God sim game. Hammond would be proud.

KENNO: MASTER OF BUSHIDO ★ OVERALL 06
A padded-out Training mode makes up for this smart ninja fighter's otherwise rather limited nature.

KELLY SLATER'S PRO SURFER ★ OVERALL 08
A bit too similar to *Bony Hawk* for our liking, but still the best surfing game around.

KILLSWITCH ★ OVERALL 07
As third-person shooters go, it's quite a lot of fun. Just don't go in expecting the next *Splinter Cell*.

KINGDOM HEARTS ★ OVERALL 08
A beautifully produced RPG with Disney and Square characters. Don't let the kiddie vibe fool you, this one's very tough.

KLONOA 2: LUNATEA'S VEIL ★ OVERALL 08
Cute and cheerful platformer featuring the lovable gear-eared blue cat-rabbit hybrid. Fun stuff.

KNOCKOUT KINGS 2001 ★ OVERALL 06
A more-than-competent boxing sim. Not a match for *Rocky* though.

KYR: DARK LINEAGE ★ OVERALL 07
A well-rounded platforming experience. Missing a few bells and whistles but very respectable fun.

LARGO WINCH ★ OVERALL 05
Based on a French comic character, this spy game is too linear, and lacks the interactivity that is needed to maintain a game's attention.

LEGACY OF KAIN: DEFIANCE ★ OVERALL 06
Legacy of Kain: Defiance is a fitting new chapter. Hugs, bloody and pretty. Get ready to yell some more!

LEGENDS OF WRESTLING ★ OVERALL 05
Violent ballet with a shortage of modes and options. There are much better recreations of Pro wrestling.

LE MANS 24 HOURS ★ OVERALL 08
Accessible for gamers daunted by sim-style vehicle handling, but has depth and thrills.



LORD OF THE RINGS: THE RETURN OF THE KING * OVERALL 09

Hearty button-mashing for the masses. Movie-to-game icons are almost never this good. And it's a two-player game.

MACE GRIFIN: BOUNTY HUNTER * OVERALL 08
A hype-free, classy intermesh of different styles makes for one of the most compelling games of the year.

MADDEN NFL 2004 * OVERALL 09
Not just for those who already love padding-up, this is a great game, whatever your tastes.

MARIA * OVERALL 07
Maria is a sick title that could have been a classic if the driving sections weren't so dull. Close but no cigar.

MANHUNT * OVERALL 08
Manhunt is a solid, enjoyable stealth-em-up with utterly engaging gameplay. Not one for the kiddie, however.

MAX PAYNE 2: THE FALL OF MAX PAYNE * OVERALL 07
Horrifically long loading times and jerkiness spoil some of the best shootouts gaming has to offer.

MAXIMO VS ARMY OF ZIN * OVERALL 08
Much more accessible than its prequel, with an even more engaging plot.

MEDAL OF HONOR: RISING SUN * OVERALL 09
A game? A movie? MOH is a grueling experience that packs the best of both worlds.

METAL ARMS: GLITCH IN THE SYSTEM * OVERALL 08
If you love blowing stuff up then this will do more than whet your appetite for destruction.

METAL GEAR SOLID 2: SONS OF LIBERTY * OVERALL 10
A must-own, state-of-the-art tactical espionage game that's reason enough to buy a PS2. A superbly paced, gripping story.

METAL GEAR SOLID 2: SUBSTANCE * OVERALL 08
Incredibly comprehensive Metal Gear package for newbies but MGS2 owners will struggle to find \$110's worth.

MICROMACHINES * OVERALL 08
Nothing particularly next-gen about this instalment of the series, but an excellent racing diversion nonetheless.

MIDWAY'S ARCADE TREASURES * OVERALL 08
Beer Tapper alone is worth the \$40. Trust us, when this Beer touches your lips it tastes so good. A great retro collection.

MISSION IMPOSSIBLE - OPERATION SURMA * OVERALL 08
Captures the stealthy stuff perfectly but ignores the other MI staples - car chases and hot chicks!

MOTO GP2 * OVERALL 07
A refreshing bike racer. Slightly repetitive gameplay and a shallow multiplayer, but slick, fast and realistic. Excellent 3D graphics and race replay facility.

MOTO GP3 * OVERALL 07
A little repetitive and far too similar to the last two games. Still, it's the best motorbike game on the system thus far.

MTX: MOTORTRAX * OVERALL 08
Despite a few disappointing features, MTX Motortrax is worth wearing some fluorescent leathers for.

MUPPET PARTY CRUISE * OVERALL 07
All your favourite Muppets battling it out in a series of wacky multiplayer mini-games. Despite some problems, Muppet Party Cruise is still great fun to party with and worthy of an all-righter.

MUSIC 2000 * OVERALL 09
A mighty authoritative music title, which works as a fun diversion or a serious tool. Unmissable for wannabe bedroom artists.

MX UNLEASHED * OVERALL 08
A must for petrol heads. Motocross games are heading in the right direction with MX Unleashed.

NBA 2K3 * OVERALL 08
Not only realistic, but packed with plenty of features as well, offering a wide selection of game modes.

NBA LIVE 2004 * OVERALL 08
Noisily better than 2003, but how much more can EA CRM enter into their sports games?

NBA STREET VOLUME 2 * OVERALL 09
A must-own for hoop fans and anyone looking for a solid multiplayer title.

NEED FOR SPEED: HOT PURSUIT * OVERALL 08

A must-own for hoop fans and anyone looking for a solid multiplayer title.

NEED FOR SPEED: UNDERGROUND * OVERALL 09
Sexy, in A1 nick, goes like a greased rat up a drain pipe, ground shaking stereo, no previous owners. It's a steal.

NFL 2K3 * OVERALL 09
This is the game to own for anyone into American football thanks to its ultra-realistic graphics and gameplay.

NFL STREET * OVERALL 08
Forget street cricket, NFL Street is so fun that it'll have kids playing it on the streets, yelling "go long".

NHL 2K3 * OVERALL 08
Excellent simulation settings for the die-hard fans, and plenty of arcade thrills for the rest of us.

NHL 2004 * OVERALL 08
PS2's finest NHL romp. You'll enjoy this even if you think Wayne Gretzky is some kind of Polish Spud.

NIGHTSHADE * OVERALL 07
Another hard and fast dose of ninja action. It's perfect for anyone who's worried Shobui from way back when.

ONIMUSHA BLADE WARRIORS * OVERALL 06
Decent four-player fighting game featuring Onimusha characters. If you have a multi-tap, or a thirst for demon slaying, this is well worth it.

ONIMUSHA: WARLORDS * OVERALL 08
Impressive survival horror that lets the PlayStation 2 run riot. Does suffer from an ill-fated conversion, though.

ONIMUSHA 3: DRAGON SEER * OVERALL 09
Epic time-travelling samurai adventure starring Jean Reno that's destined to become classic, in anyone's books.

OPERATION WINBACK * OVERALL 06
Lacks variety, but still an enjoyable stealth shooter, nevertheless.

PARAPAPA THE RAPPER 2 * OVERALL 07
Rhythm action game from Japan in which you play a rapping dog. Simple but compelling gameplay. Short life span and only really worth revisiting for nostalgia.

PITFALL: THE LOST EXPEDITION * OVERALL 07
It's not going to dethrone any of the current champions in the genre, but it's good chilled-out fun for a while.

POLICE 24/7 * OVERALL 05
Basic cop-shoot light gun game with motion capture option. Frantic and fast but lacks structure and individuality. Just another on-rails shoot-'em-up.

PRIDE FC * OVERALL 08
The new king of the ring! Pride FC is the most realistic fighting simulation available on any system to date. Great stuff!

PRINCE OF PERSIA: SANDS OF TIME * OVERALL 09
Prince? More like the King. Ubisoft has crafted one of the greatest PS2 adventure titles yet.

PRISONER OF WAR * OVERALL 07
Escaping from POW camps is all well and good, but you remain a prisoner of often rigid game objectives. Even so, this is a bold, compelling adventure game.

PRO EVOLUTION SOCCER 3 * OVERALL 09
If you know who Kewell is you must own this. The best soccer, soccer and multiplayer game on your PS2.

PROJECT EDEN * OVERALL 08
Look beyond some not-great visuals and you'll lose weeks to this complex and satisfying first-person shooter/adventure.

PROJECT ZERO II: CRIMSON BUTTERFLY * OVERALL 09
Quite possibly the scariest game ever made, and it also plays superbly.

QUAKE III * OVERALL 09
In four-player, this FPS is solid multiplayer fun. A technical tour de force, it runs smoothly and looks absolutely gorgeous.

RATCHET & CLANK * OVERALL 09
Pure platforming bliss from the company behind the original *Spyro the Dragon* titles on the PSone.

RATCHET & CLANK 2: LOCKED AND LOADED * OVERALL 09
Everything you could want in a sequel. It plays brilliantly and though it lacks innovation it's still a real charmer.

EARN YOUR MEDAL!
An early PS2 classic that's worth a second look



MEDAL OF HONOR: FRONTLINE

With last year's Pearl Harbour epic, MOH: Rising Sun, and the imminent outbreak of futuristic war with Kilzzone, it's easy to forget that Medal of Honor: Frontline still packs a lot of firepower onto a little disc. The game kicks off with what is still one of the strongest openings ever in a videogame. Stealing Inspiration from *Saving Private Ryan*, Frontline throws you right in the middle of the Normandy battle as you try to get out of your boat and onto the beach before the machine guns and mortar fire can blow you to bits. Although it's impossible to expect the rest of the game to maintain this intense pace, Frontline still represents one of the most entertaining and varied war sims available. Enlist for another tour of duty now!

RAYMAN 3: HOODLUM HAVOC * OVERALL 07

Rayman offers plenty of aimless fun but he's no match for Ratchets or Raccoons.

RED DEAD REVOLVER * OVERALL 08
The classic western is resurrected with a double-barrelled dose of action and fun.

RED FACTION * OVERALL 08
Ace first-person shooter that melds MGS-style tactics and the all-out blasting of the hallowed *Quake III*.

RESIDENT EVIL CODE: VERONICA X * OVERALL 09
A captivating story, cinematic atmosphere, kinetic action, frights, thrills and copious amounts of blood-letting.

RETURN TO CASTLE WOLFENSTEIN * OVERALL 08
Only the high standards of the FPS competition prevent this from being a truly essential buy.

REZ * OVERALL 09
Exploring the relationship between sound and colour this techno shooter provides pure gameplay. Unique, and refreshing.

RICHARD BURNS RALLY * OVERALL 07
This is a functional game intent on converting gamers to its serious discipline: the 'true' rally experience.

RISE TO HONOUR * OVERALL 07
This is as close as you get to being Jet Li without spending a decade in a Shaolin Temple.

ROBOTECH: BATTLECRY * OVERALL 07
A cel-shaded shooter that brings the classic anime to life, but is held back by a decidedly clunky control system.

ROCKY * OVERALL 08
The best boxing title available for PS2. Has a great story mode that takes the player through the movies.

R-RACING * OVERALL 07
Takes the Ridge Racer series to new, more realistic areas. A fine race, but you'll get more bang for your buck elsewhere. We wonder if they'll stick with the new formula...

RATPE FANAL * OVERALL 07
An old-school shoot-'em-up fan's dream, but inconsistent play won't win legions of new fans. Makes up for being a little short with oodles of challenge and copious amounts of unlockables.

RUGBY 2004 * OVERALL 07
Covers the entirety of the sport well but fails to capture the true feel of it.

RUGBY LEAGUE * OVERALL 08
An entertaining game which neglected NFL fans can finally enjoy. Long-awaited, but very satisfying!

RUN LIKE HELL * OVERALL 07
A refreshing sci-fi survival horror title with a host of famous names handling the voice acting.

SERIOUS SAM: NEXT ENCOUNTER * OVERALL 07
Mindless violence at its golden best. Fast, frantic, action-packed, witty, gung-ho, noisy, dumb blasting!

SHINOBI * OVERALL 08
Shinobi is the kind of frantic, shallow, old school arcade game we don't see enough of anymore. A fast and bloody good time.

SHREK 2 * OVERALL 07
It won't change your life, but Shrek 2 will make the day of game-savvy eleven-year-old boys who like to giggle.

SILENT HILL 2 * OVERALL 09
One of the most atmospheric and genuinely frightening titles on PS2. Like all of your worst nightmares rolled in to one game.

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A worthwhile update of this arcade sniper sim, though the formula is looking tired now.

SINGSTAR * OVERALL 09
Karaoke with an edge. This gem is set to change your lounge room forever.

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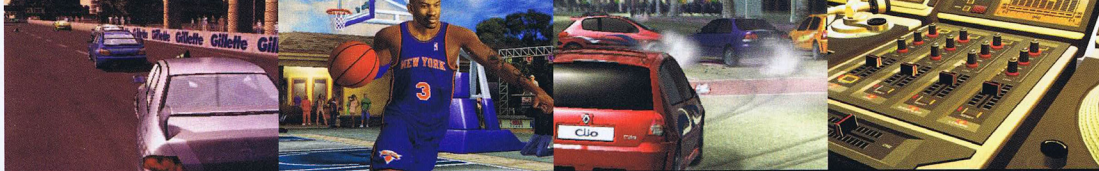
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SLED STORM OVERALL 06
A maxed-out, splashy remake of the PSone racing classic, very much in the SSX mould.

SMASH COURT TENNIS PRO TOURNAMENT 2 OVERALL 07
Not a bad tennis game by any stretch. Unfortunately we wanted to see a few more acts served up. Tennis fans would be better off going for the superior Virtua Tennis 2.

SMUGGLERS RUN 2: HOSTILE TERRITORIES OVERALL 07
Impressively big, fast and frantic, but not much different to its predecessor.

SOCOM II: US NAVY SEALS ★ OVERALL 08
Finally! This is 'The' online game we've all been waiting for!

SONIC HEROES OVERALL 07
Sonic Heroes is a solid platformer that pays homage to its classic routes but the ol' hedgehog has failed to evolve...

SOUL CALIBUR 2 ★ OVERALL 10
Finely crafted gameplay, stunning visuals and a high level of polish make SCII an essential purchase.

SPIDER-MAN 2 ★ OVERALL 09
The best superhero game ever! Lovers of action-adventure or Spider-Man need this now.

SPINX AND THE CURSED MUMMY OVERALL 07
If you're sick of characters copping on and on in cut-scenes then this will be right up your alley.

SSX 3 ★ OVERALL 09
Delivers an avalanche of adrenalin rushing action, unlike any other snowboarding title out there.

STARSKY & HUTCH OVERALL 07
Given the lack of gameplay variety this cop caper shouldn't be as consistently enjoyable as it is.

STAR WARS: BOUNTY HUNTER OVERALL 07
Gorgeous to look at, taking the gamer into the Star Wars universe, but is let down by repetitive gameplay.

STAR WARS: CLONE WARS OVERALL 07
One for the Star Wars collectors, and a great battlefield in its own right. Shallow, but still worth investigation.

STAR WARS: STARFIGHTER ★ OVERALL 09
Mesmerising 3D Star Wars blaster with engaging missions and film-perfect sound effects. Great fun.

STAR WARS: SUPER BOMBARD RACING OVERALL 05
Banal cartoon kart racer. The Force is weak with this one.

STATE OF EMERGENCY OVERALL 06
A shallow but worryingly enjoyable game that puts the player at the centre of a riot.

STREET FIGHTER EX3 OVERALL 06
A decent enough 2D/3D fighting game, but is milking the series to death. There are better 2D fighters from the same company.

STREET HOOPS OVERALL 06
More about collecting fancy duds than having a decent game of basketball, which is why this hoops title misses from the line.

STUNTMAN ★ OVERALL 08
Won't have the wide appeal of the Driver games, due to its difficulty, but it's an ingenious concept that thrills and entertains.

SUMMER HEAT BEACH VOLLEYBALL OVERALL 07
The best crack at beach volleyball we've seen, but nothing to really set your gaming soul on fire.

SUMMONER 2 ★ OVERALL 08
Follow-up to the RPG launch title. More action orientated than the original, but still an epic adventure for fans of fantasy.

SUPERCAR STREET CHALLENGE OVERALL 04
A by-the-book arcade racing game round desolate cities. Nothing to recommend it.

SWORD OF THE SAMURAI OVERALL 07
Sword of the Samurai is a solid, ponderous, but intelligent game that combines strategy with gore.

TARZAN FREERIDE OVERALL 04
Based on a Disney film of the same name, this tries to be different with 'surfing' tree branches, but it doesn't work.

TEKKEN TAG TOURNAMENT ★ OVERALL 08
Fantastically playable and graphically spectacular beat-'em-up. The tagging moves make it a worthwhile purchase.

TEKKEN 4 ★ OVERALL 09
Continuing the tradition of fighting game excellence. The first Tekken game to include free movement.

TENCHAI WARRIOR OF HEAVEN ★ OVERALL 08
An infusion of ninja style and killer gameplay across nine sumptuous levels. A great return to form for a classic title.

TERMINATOR 3: RISE OF THE MACHINES OVERALL 06
Like Arnie, this game is a likeable dinosaur. Big guns and explosions but last-generation gameplay.

THE GETAWAY ★ OVERALL 09
Sony's answer to Grand Theft Auto, with a decidedly darker and nastier storyline. Offers an amazingly life-like replica of London.

THE HOBBIT OVERALL 07
The Hobbit is a game devoid of challenge and originality, and strictly for the younger Tolkien fans.

THE HULK OVERALL 07
Not a smash-hit, but not damaged goods either. An enjoyable beat 'em up, shame about those stealth sections though.

THE SIMPSONS: HIT & RUN ★ OVERALL 08
Combine the show's best elements with the best of GTA and you've got an instant, charming winner.

THE SIMPSONS: ROAD RAGE OVERALL 06
It's Crazy Taxi but with Bart and Homer behind the wheel.

THE SIMS: BUSTIN' OUT ★ OVERALL 08
Bustin' Out is slicker than the last game but without enough gameplay enhancements to make it essential.

THE SUFFERING ★ OVERALL 08
Fans of action and/or horror should definitely NOT miss this one. It's an adventure you won't forget in a hurry.

THE THING ★ OVERALL 08
Not only does it do justice to the classic horror film, but also introduces fear and trust issues to the survival-horror genre.

THEME PARK WORLD OVERALL 07
Take on the role of a theme park tycoon for a day in this engaging odd game, where pleasing the crowds and getting those turnstiles a-spin is your prime directive.

TIGER WOODS PGA TOUR 2004 ★ OVERALL 08
The best golf game on PS2, but we're holding our breath for next year's online version.

TIME CRISIS 3 ★ OVERALL 08
Action-packed arcade bullet-fest with plenty of lure for the casual player. Very similar to Time Crisis 2 though.

TIMESPLITTERS 2 ★ OVERALL 10
Takes the multiplayer from TimeSplitters and adds heaps of options. Major visual upgrades. A link for 16-player games - the works!

TOM CLANCY'S GHOST RECON: JUNGLE STORM ★ OVERALL 08
It's a budget-priced tactical shooter. Jungle Storm is an absolute bargain. Spend the savings on face paint.

TOM CLANCY'S RAINBOW SIX 3 OVERALL 07
It falls short of being brilliant. If only it had gone that extra mile. Fingers crossed for next time.

TOM CLANCY'S SPLINTER CELL ★ OVERALL 10
Move over Snake. Sam's the new special agent in town! Splinter Cell is an innovative game with some very cool touches.

TOM CS SPLINTER CELL: PANDORA TOMORROW ★ OVERALL 09
Eight new missions, superb multiplayer and some extra features make Pandora Tomorrow a brilliant package.

TOMB RAIDER: THE ANGEL OF DARKNESS ★ OVERALL 08
A little on the slow side but there's no doubting Lara's appeal. The original superior to back!

TONY HAWK'S UNDERGROUND ★ OVERALL 09
Nevronsoft has turned the Hawk series into a Vice City-style adventure. And they've lost none of the charm doing it.

TOP 5 BEST MULTIPLAYER GAMES

1. MASHED
Weapons-based racing games don't get much better than this. Grab a Multiplay and crowd around the screen.

2. SOUL CALIBUR 2
Fighting perfection. A year after it was released it still takes up far too much of our 'work' time.

3. TIMESPLITTERS 2
C-o-p, deathmatch, split-screen, link-up... There's no end to TimeSplitters' multiplayer goods.

4. PRO EVOLUTION SOCCER 3
Smart shoppers ignore the FIFA juggernaut and enjoy the greatest game of soccer ever.

5. SOCOM II
You have to go online to appreciate it but SOCOM is addictive warfare at its best.

TRANSFORMERS ★ OVERALL 08
Intense battles, giant bosses, sweet graphics and over-the-top action! A superb fix for the shooter addicts.

TRUE CRIME: STREETS OF LA ★ OVERALL 08
A solid shooter that takes GTA's ideas and improves many of them, but loses something along the way.

TUROK: EVOLUTION OVERALL 06
Boasts a wicked line-up of weapons and a variety of gaming styles, but suffers from crappy AI and frame rate issues.

TWISTED METAL: BLACK ★ OVERALL 08
This is everything that you'd expect a Twisted Metal game to be on PS2 - and then some.

UEFA EURO 2004 ★ OVERALL 08
There are a lot of standout elements here, but the core game is yet to catch up to FIFA or Pro Evolution Soccer 3.

UNREAL TOURNAMENT 3 ★ OVERALL 08
Ultimate over-the-top first-person shooter. Makes for a nice alternative to Quake III, but is outclassed mostly by Timesplitters 2.

VAN HESING OVERALL 07
A quality action title that holds true to the film and holds up against similar titles, such as the excellent Devil May Cry.

V-RALLY 3 ★ OVERALL 08
Not as instantly playable as WRC II Extreme or Colin McRae Rally 3 but effort pays off with some very satisfying racing.

V8 SUPERCAR RACE DRIVER ★ OVERALL 09
Real damage. Real V8s. Real Aussie tracks. Real fun. The best racing game seen so far on the PlayStation 2.

VAMPIRE NIGHT ★ OVERALL 08
A vampire-blasting light gun extravaganza that looks great but has questionable replay value once the bad boys are all put to rest.

VIRTUA FIGHTER 4 EVOLUTION ★ OVERALL 08
Packed with things to do, VF4 still lacks the outright fun that makes Soul Calibur a game for tennis.

VIRTUA TENNIS 2 ★ OVERALL 08
Far and away the best Tennis simulation to grace the PS2. The World Circuit mode provides an awesome long term challenge.

WAKEBOARDING UNLEASHED ★ OVERALL 08
It may be a little wet behind the ears but Wakeboarding is just as many thrills as its extreme brothers.

WAR OF THE MONSTERS OVERALL 07
War of the Monsters is a big, trash game that explodes with charm and burns brightly... but not for very long.

WAY OF THE SAMURAI 2 ★ OVERALL 08
10 days in the life of a samurai - the multiple endings are interesting and the combat is unlike any we've seen before.

WHIPLASH ★ OVERALL 07
A great sense of humour and warped characters save Whiplash from obscurity as a platformer.

WIPEOUT FUSION ★ OVERALL 09
Style and substance are here in the most fully realised 'Wipeout' yet. This future racer is as smart and extreme as it gets.

WORLD CHAMPIONSHIP RALLY ★ OVERALL 08
A hand-hitting game that encapsulates everything about the sport. The best online title available at the moment.

WORMS 3D OVERALL 07
Drooling Worms fanatics - you know who you are - will grab this in a flash but anyone who drinks their tegula without the little wriggly guys will want to wait for Worms 3D 2.

WRC 3 ★ OVERALL 09
An improvement over its esteemed predecessor, WRC 3 races neck and neck with WRC 04 for rally glory.

WWE SMACKDOWN! 'HERE COMES THE PAIN' ★ OVERALL 09
The best there is, the best there was, and the best there ever shall be... until the next SmackDown!

XIII ★ OVERALL 09
XIII takes the creepy old FPS and adds fresh style to make it a very worthy purchase.

X-MEN 2: WOLVERINE'S REVENGE ★ OVERALL 08
A quality action adventure that blends stealth with hand-to-hand combat. Only a few irritating errors do it a higher score.

INSIDE GAMING

OPS2 sneaks into the Hollywood gaming studios for the inside scoop on *Second Sight*

OPS2: That was a pretty huge coincidence, your game and *Psi-Ops* coming out at the same time...

John Vattic: How did I know you were going to bring that up... There was nothing coincidental about it - sheesh! That bastard Nick "I'm so coooool" Geller snuck into our labs and stole the idea right from our developers' minds while they were sleeping! I mean, I'm not above the odd peek into someone's psyche, who would be, but how low can you go? As far as I'm concerned, that guy has a lot to answer for! But, you know, quality will win through, so we're quite confident that people will recognise that mine is the far superior title. My powers are cooler too.

OPS2: I bet they've got you into just as much trouble, though.

John Vattic: Not so much. They definitely come in handy to get me OUT of trouble. Like the time I was hanging out with Sam Fisher - he just can't leave the stealth gear at home, that guy, it's like some kind of security blanket, I swear - and we got caught trying to sneak into the matinee of *Raising Helen*. Well, it WAS broad daylight. I just made them think we'd bought tickets

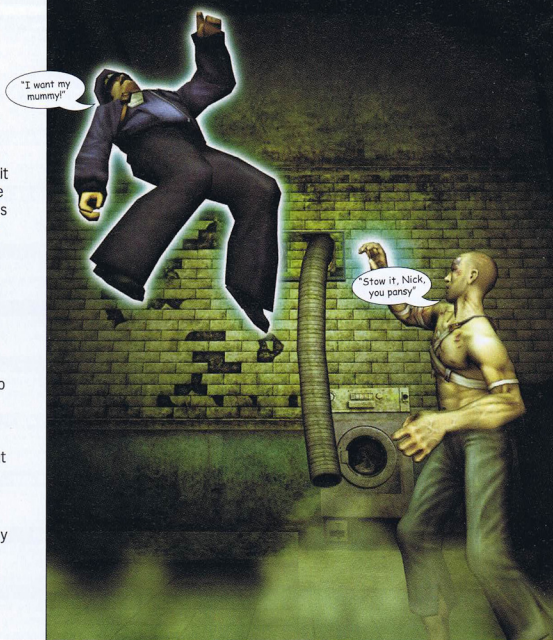
already, and they let us through fine. They're great for party raids too. And any time I want, I can go sneak off to the women's gym, and just hang out in the locker room for as long as I want. I'm a bit over the practical joking, though. After the first few weeks, the guys figured out it was me, and that kind of takes all the fun out of it, really. Maybe I'll apply for a job with one of those 'hidden camera' TV shows.

OPS2: It seems to us as if you and Nick Geller are about on par with each other, strength-wise. You're not worried about what would happen if it came to a showdown between you guys?

John Vattic: Of course not! That guy is so lame. I could whip him easy. You know... just throw him around a bit... I've got healing power! He doesn't have healing power! I'd go down there and sort him out right now, but I don't want to humiliate him like that. It's just not fair. And, you know, I'm a bigger man than that. Yeah.

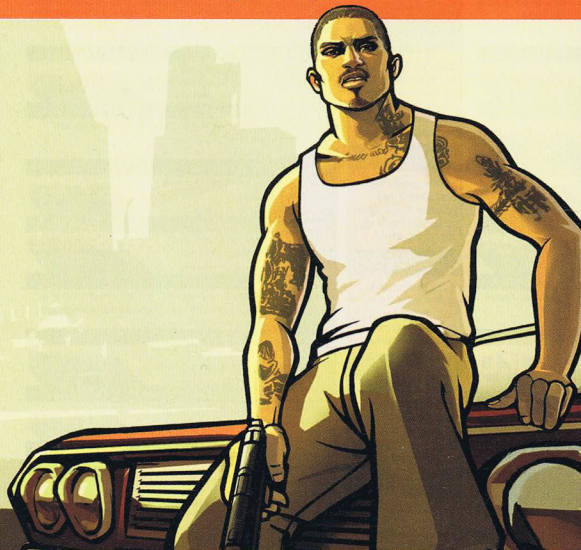
OPS2: Your powers all seem fantastic. Any bad side effects at all?

John Vattic: Um, no, not that I can think of. Unless you count all these muttering leprechauns that follow me...



GTA SAN ANDREAS

We reveal the crazy countryside of San Andreas



NEXT MONTH

THE INCREDIBLES

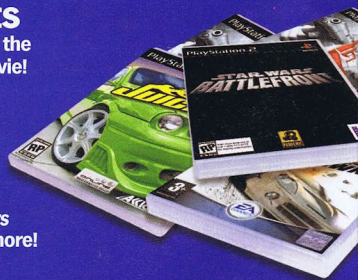
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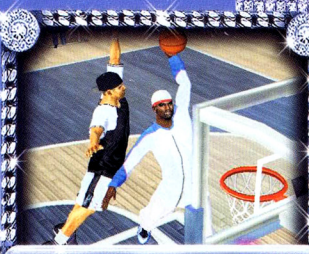
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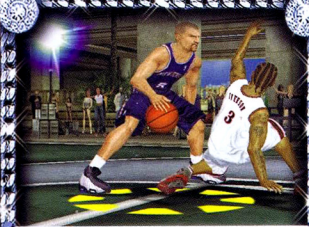
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PlayStation 2

